

TOP
Every Thursday

THE ONE AND ONLY WEEKLY COMPUTER AND CONSOLE MAG

GAMES-X

29th August -
4th Sept '91
Issue 19

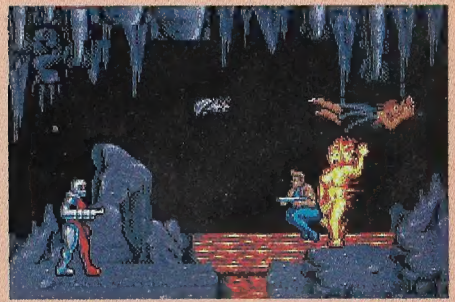
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EXCLUSIVE:

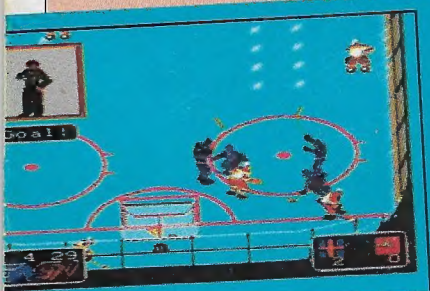
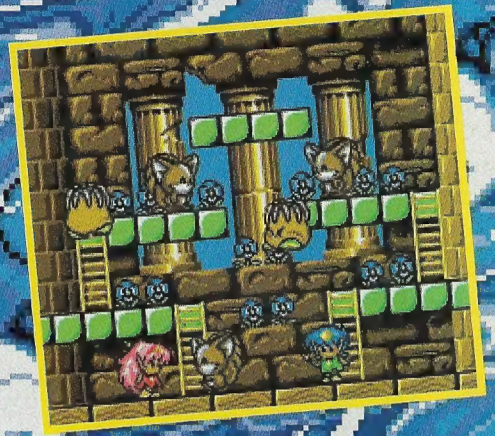
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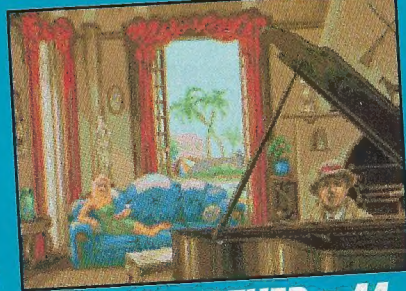
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WEEKLY GALLUP CHARTS EXCLUSIVE TO GAMES-X



NINTENDO HOTLINE

Games-X recently poked its nose in at the Nintendo HQ in Fareham, Hampshire to see what the company was doing to help all you avid NES and Game Boy freaks enjoy your games that little bit more.

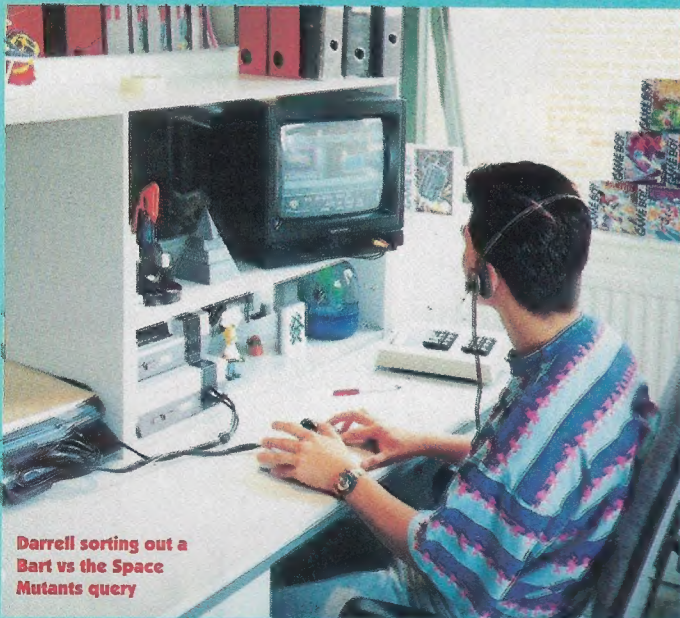
In January this year Nintendo UK set up a hotline for NES and Game Boy users to ring in on if they had a problem with a particular game. The line is now so popular that it has just expanded its complement of staff to eight full time counsellors operating a service six days a week - this could be extended to include Sundays in the near future.

During the course of a week the counsellors take an average of 5,500 calls. That's some 286,000 enquiries a year!

The hotline runs from 12 midday to 8pm during week days and 9am to 3pm on Saturdays. The peak period for calls is at lunch time, and just after Neighbours in the evening from six to seven. The average response time for a call is less than 10 seconds, and enquiries rarely last more than than a minute - so fret not about your phone bill, dear parents!

Do you fancy being a counsellor? These guys have to know at least 100 Game Boy and NES games - official games, none of your grey imports - from start to finish. To keep the counsellors up to date with forthcoming releases, Nintendo supplies the chaps with games from the States so that when a newbie hits the streets here, they should know the game back to front.

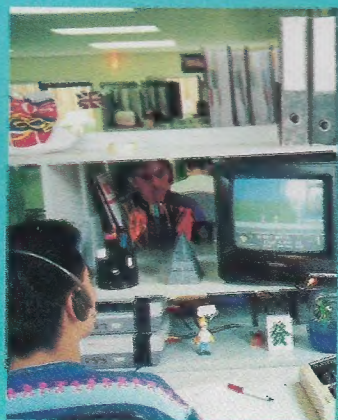
Need help with that game? Give the hotline a ring on 0329 822662 - none of your 0898 charges with this lot!



Darrell sorting out a Bart vs the Space Mutants query



Mark Smith and Jane Shipperly - responsible for setting up the hotline



ONE MEG AMIGA

Commodore could be introducing the one meg Amiga by the end of the year.

The firm is currently pushing its Amiga 500 Cartoon Classics pack with add-on A501 half meg RAM expansion units. Plans are already afoot to make



the upgrade a single unit. This will make the Amiga an altogether more attractive proposition - cheaper to produce, too!

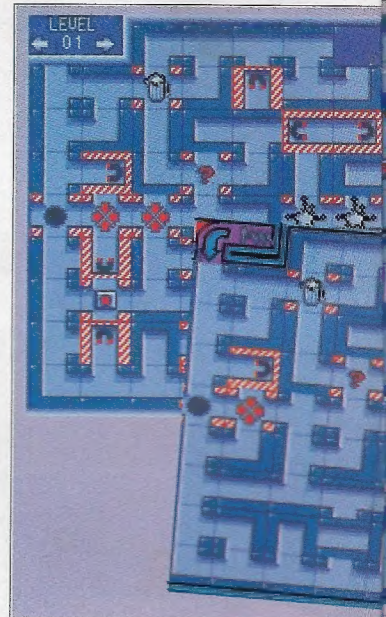
Commodore's, Steve Franklin, said: "One meg is here to stay. The expansion unit will remain in the bundle and an actual 1Mb machine looks likely - possibly by Christmas, if not next year."

SALES CURVE LINK

The Sale Curve has signed up with the US firm, Hi-Tech Expressions.

The American company specialises in developing such kiddy TV character licences from Walt Disney and Warner Brothers as The Muppets, Daffy Duck and Tom and Jerry.

The Link up will consist of 25 titles, some of which will be converted into 8-

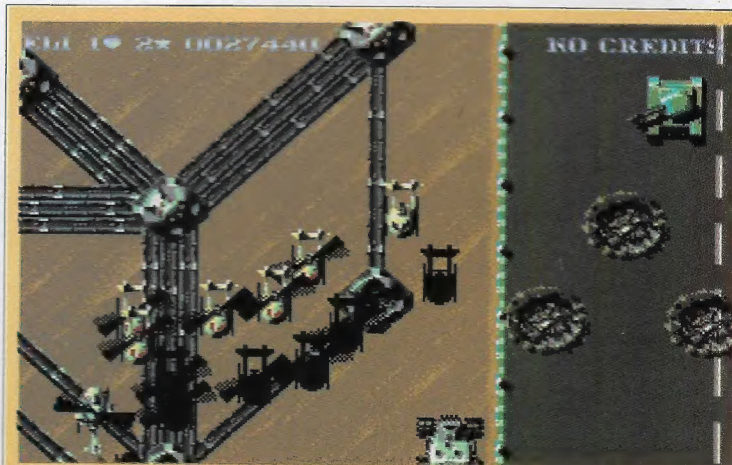


bit formats by the Sales Curve programming team. Hi-Tech is a Nintendo publisher in the States.

Although the Sales Curve won't be distributing any NES products in the UK, it does hope to develop some US titles for its new partner.

THE SHOW

The last in the present series of Radio Luxembourg Games-X Games Shows hits the air waves on Tuesday night amid rapturous applause and the glare



MAX

US Gold is proud to announce what promises to be one of the year's most exciting compilations. Maximum Action Xtra, or MAX for short, features four terrific titles. *Turrican II* combines the winning gameplay of shoot'em-up and platform mania to deliver an action-packed game, second to none. *ST Dragon* is a huge shoot'em-up. A must for blasters everywhere, *ST Dragon* will test the skills of even the most gifted games player.

Night Shift sees you running a toy factory single-handedly. Have you got what it takes to make the kids happy? Finally, *SWIV* needs no introduction. One heck of a shoot'em-up, this game is simply manic. Available this November, MAX will be available for the C64, Amstrad, Spectrum, ST and Amiga.



TILT

Just when you thought you'd tried every game genre there was, along comes something new - Tilt Mania. With an uncountable number of fascinating levels, Tilt guarantees many hours of thrilling entertainment.

You'll need a lot of skill to guide the metal sphere through the labyrinths that are so crammed full of danger it's hardly feasible. Hidden traps and shady figures lie primed, ready to grab an unsuspecting Tilter. Linel is due to realise Tilt on the Amiga this autumn. More news as it arrives.

of spotlights. The main feature of the show will be Bart Simpson and the Space Mutants, with loads of copies of the game up for grabs.

Who won last week's main prize of a Game Boy and Mario game? How can you win a Miracle Keyboard System this week?

Luxy looks at team games and some weird high score tables. Plus there are plenty of reviews on the latest games, T-shirts to win and just stacks of good music!

Tune in to 208m/1440KHz on the

medium wave at 9pm on Tuesday for the Games-X Games Show on Radio Luxembourg. And if you've got satellite at home you can get the whole caboose in stereo - lucky old you!

G-LOC

US Gold is currently putting the finishing touches to the year's most spectacular coin-op conversion. G-Loc is the knockout sequel to the highly acclaimed arcade game, Afterburner.

As a top pilot you are assigned to test out a new super plane. Your superiors have called upon your skills to win through 38 levels - an entire enemy



base! With thin, rapid-fire machine guns and a state-of-the-art missile system you shouldn't have any problems gunning down the opposition. G-Loc is scheduled for release this November.



INSIDE INFO

Best of the Bunch

Miracle compo 9

Fancy learning to play the piano? Reckon you could cut it as keyboard player in a rock band? Enter this compo and you could be trying out new skills on a Miracle Music System.



Regulars

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Tip-X 27-31

Tips on Bugs Bunny, Atomino, Armalyte, Lemmings and others. Plus player's guides on Centurion and The Killing Game Show.



Twilight 24

Despite being barely a year old the guys from Twilight are developing four potential Christmas hits for three of the countries leading software giants. Nick Clarkson goes under for a chin wag.

Mrs X's Clinic 35

Come back Doc all is forgiven - your sickly sweet missus is driving us all round the bend!

Console Connexions 36

This will be the last time you see a mere three pages of consoles. Why? Turn to page 47 and see!

Street Talk 40

Off to the windy east coast for a visit to Lowestoft.

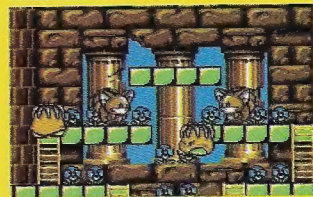
Speccy column 43

Sneaky Peek 44

They finally opened those doors at US Gold to let us peek at the graphically stunning Godfather.

X-it 46

Game of the week



Rodland 16

So this is the ultimately sickening cutesy billed as instant nausea. We think they were bang on!

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MEGA DRIVE

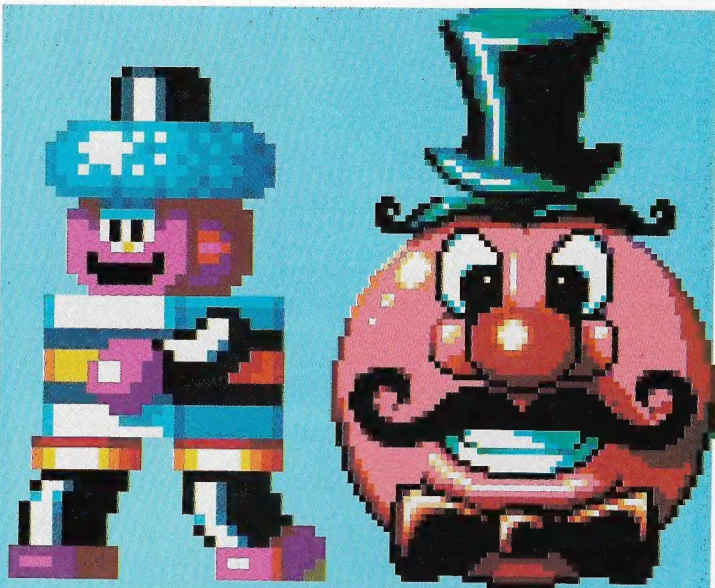
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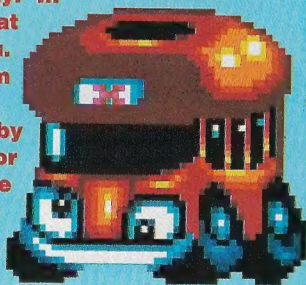
ROBOCOD

Double Bubble Seven must once again thwart the evil Dr Maybe's plans of World domination. This time the crazy quack has infiltrated a toy factory and planted devices in each of the toys - James Pond must defuse them.

FISH scientists have designed an armour suit to enable Pond to breathe out of water - he is now *Robocod*! A press of the firebutton and his new shape stretches upwards. Another tap and he wallops his enemies with a mallet. At times in the game, Robocod moves faster than Sonic!

The foe is completely crazy. In particular, a comical bus that throws out little grannies at you. This is highly original platform fun.

The game is being produced by Chris Sorrell and Steve Bak for Millennium, and is due to hit the streets in November, just in time for the Christmas stocking - write to Santa!



JET JOYSTICKS



Grab a hold of this! Product 2000 is proud to announce its range of new Jet joysticks. Compatible with Atari, Commodore and Amstrad machines, the three sticks are easily identified by their

red base. The three models, the *Microjet*, *Superjet* and *Megajet*, have all been ergonomically designed and feature a uniquely comfortable grip.

The sticks should be available now from all good computer stockists. Meanwhile, Product 2000 is working on versions compatible with Nintendo and Sega machines.

SUPERSIM PACK

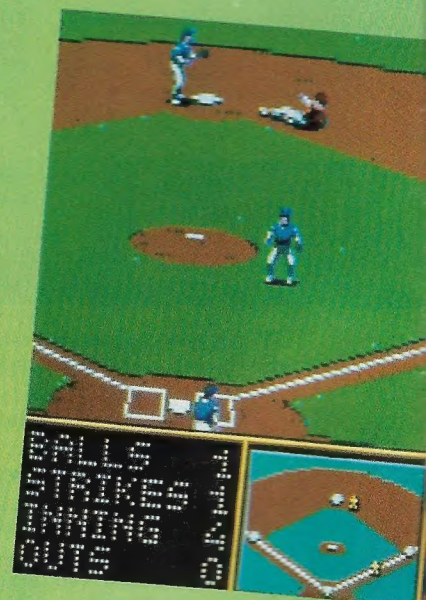
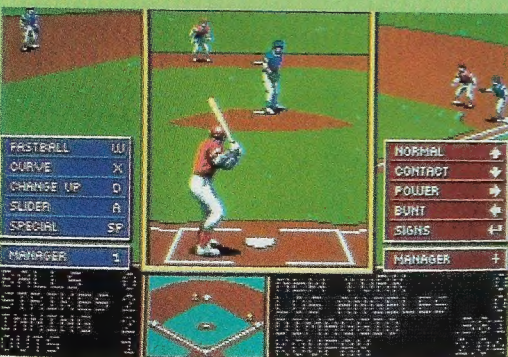
It's going to be a fair old winter for compilations. Four top titles could be yours if you grab a copy of the *Super Sim Pack*. US Gold has gathered

TONY LA RUSSA'S ULTIMATE BASEBALL

SSI is set to join the ranks of software procurers who are currently hooked on America's national game, baseball. Due for release this autumn on the PC and C64, the game features state-of-the-art graphics and ultra-realistic action.

The game also includes an extensive stats database with 49 batting, 14 fielding and 44 pitching categories! Featuring the most detailed ball-park ever, the game includes correct fence distances, wind conditions and even turf surfaces.

With a 162-game season, including play-offs and the World Series, *Tony La Russa's Ultimate Baseball* is a must for fans of the game everywhere.



PC GREMLINS

Gremlin Graphics is due to unleash three top PC games this Autumn. September will see the release of what's been billed as the "Ultimate Racing Game". *Team Suzuki* puts you astride the world's most powerful racing bike as you wind your way to the top of the world championship. Featuring super smooth vector graphics, *Team Suzuki* is a race game second to none.

The *BSS Jane Seymour* has been stranded in the far reaches of the galaxy for millions of light years. Invaded by countless alien life forms the ship holds an invaluable cargo and it's your task to salvage it! A brilliant strategy/adventure game, *BSS Jane Seymour* is a sure fire winner!

If space exploration and trading's your lot then look no further than the *Federation of Free Traders*. Featuring some eight million planets to visit, this game is truly huge. *FOFT* has been vastly enhanced on the PC and features filled vector graphics, unique communications languages and captivating trading and action sequences.

All three games are due for release on the PC this September.

together four games to test your skills.

International 3D Tennis features unrivalled playability and an unparalleled number of features. *Crazy Cars II* sees you racing across America in a super-fast *Ferrari F40*. Football fanatics can relive those hazy summer days of last year. *Italy 1990* let's you take your team through to the finals and ultimately to win soccer's most prized trophy.

Finally, *Airborne Ranger* sees you in the guise of an American Green Beret. Have you got what it takes to sabotage an enemy base, single-handedly? *US Gold's Super Sim Pack* will be available in September for the

C64, Amstrad, Spectrum, ST, Amiga and PC (3D International Tennis will be replaced by *Heavy Metal* on the PC).

CISCO HEAT

Games-X was the first to report on the conversion of the *Jaleco* coin-op, *Cisco Heat*. Latest screens of the game show an amazing likeness to the arcade version. This seat-of-the-pants road race



pits you against the roughest and toughest cops in the San Francisco PD in a crazy chase through the outrageous streets of the city.

Imagework's brief was to take *Cisco Heat* into a new era of home computer race and chase, after a string of racing arcade conversion flops. This is being achieved with 3D design rather than relying on sprite animation.

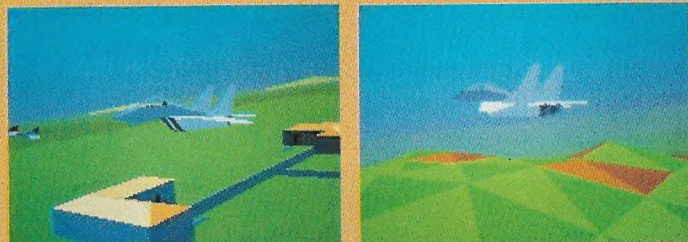
An indication of *Cisco's* design priorities is that it has been developed and will be released first on the PC. No release dates yet for the Amiga and ST.



MiG 29 M SUPER FULCRUM

Who better to do an aircraft simulation of this awesome Soviet war machine than the Kremlin? After the success of the original, published by Domark, the Kremlin went to work on the new fly-by-wire MiG, which is to make its debut at European air shows in 92 - at least it was!

The designs were painstakingly studied and recreated in vector graphics, with particular attention paid to the extraordinary tail wings and fuselage fins, which maintain a supporting airstream for the jet, whether it is on its side or upside down. Combined with fly-by-wire, it makes the new



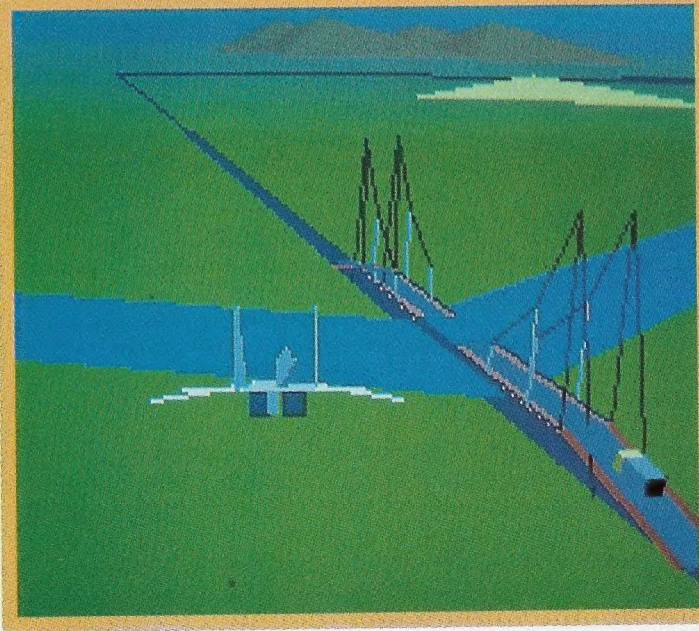
MiG the most manoeuvrable fighter plane in the world!

Most designers of air sims throw everything into recreating realistic flight, and perhaps the original MiG 29 could be accused of clocking up too many flying hours with not too many missiles fired in anger. Not so *MiG 29 M Super Fulcrum* which is set in a volatile South American country in the heat of an almighty feud.

Weaponry features the latest laser/pilot guided missiles, which proved so effective in the Gulf War, summed up by a British pilot in a post war documentary: "It's not so much which building to hit as to whether it goes through the door or the window."

The program creates an electronic battlefield as the war progresses, which constantly creates missions and leaves the battle totally open-ended. Inside the cockpit the Kremlin has made an educated guess of the type of modern day CRT instrumentation, backed up by a comprehensive HUD display.

All in all, this is an air sim well worth looking out for. It draws a line between realism and constant airborne action - *MiG 2* delivers the goods. Look on the shelves in early September for this one, price £39.99 for the ST and Amiga versions, and £44.99 on the PC.

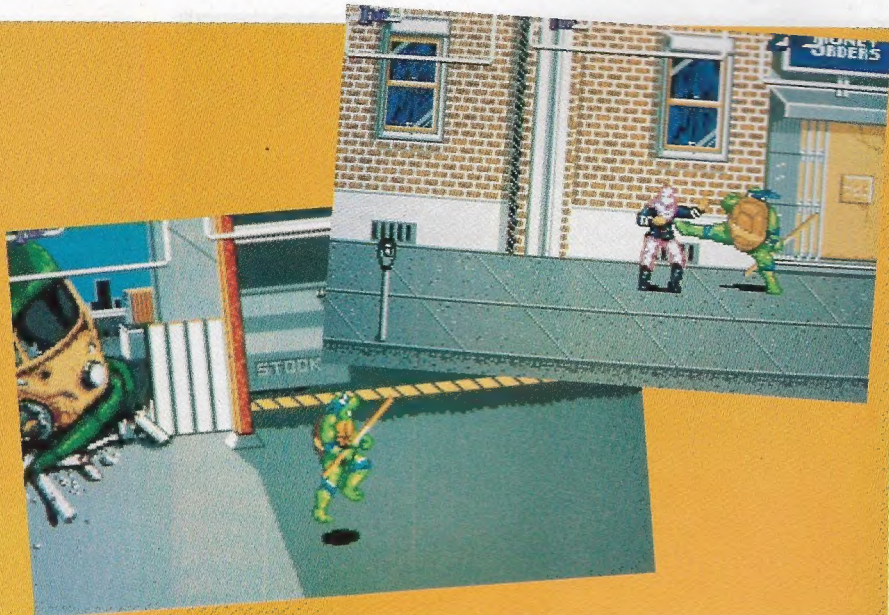


TURTLES 2

The original Turtles game which attempted to recreate the movie received a mixed reception from critics, but went on to become one of the biggest sellers of all time. Now *Turtles 2*, which is to be published by Imageworks, is being designed by Probe with amazing accuracy. This is Konami's most successful coin-op ever - an amazing claim.

The Turtle action takes place in the streets of New York where the action is pure beat'em-up with the overall objective of rescuing April O'Neil from a burning building. Then the Turtles take on the evil Be-Bop and Rocksteady.

Meanwhile Splinter is kidnapped by Shredder which all makes for a highly implausible, but potentially popular Christmas release.



POOLS OF DARKNESS

SI, though US Gold, is due to release the final instalment of the award-winning *Forgotten Realms* saga. Now the epic has turned full circle. *Pools of Darkness* takes you back to the Moonsea area for the ultimate battle against evil. Prepare yourself for the biggest adventure yet!

Pools of darkness propels you into an alternate dimension where you'll eventually meet the creature behind the trouble in the Realms. Players will be able to transfer their characters from *Secret of the Silver Blades* into this game where some characters may even reach 25th level and beyond!

Available on the PC and Amiga towards the end of September, *Pools of Darkness* is a must for all Dungeon and Dragon fans.

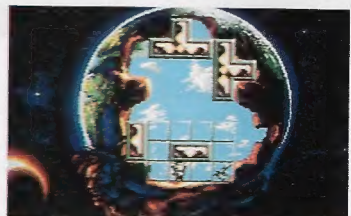
DEVIOUS DESIGNS

Dr Devious, the whacky scientist has finally flipped his lid. News first came out when wild geometric cloud formations appeared over his lab. His breakdown began when he bought Picasso's picture of a cube, and since then he's become obsessed and dreamt of turning everything into geometric shapes.

This is fast arcade action in which the doctor plays around with the laws of nature causing absolute havoc. A particular fascination of the potty physician is to alter the shape of famous landmarks and buildings. You must return them to their original state.



The highly original *Devious Designs* is due for an October release from Imageworks.



AIR WARRIOR

On-Line is introducing what it believes is the most sophisticated multi-player game in the world - *Air Warrior*, a 3D combat flight sim played across telephone lines.

Up to 40 people can fly and fight in the skies at the same time. You can fly bombers and fighters, and drive tanks. Players can form their own squadrons and defect from countries.

Interested? The ring Clem or Mike on 081-558 6114.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, *What's Out and When* is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Jimmy White's Whirlwind Snooker	Virgin	Archer MacLean	Amiga, ST	£24.99	2/9/91
Chequered Flag	CIS	Frank Wessles	Archimedes	£24.95	2/9/91
Disk Mechanic	CIS	Barry Holsborough	Archimedes	£24.95	2/9/91
Turbo Type	CIS	Frank Wessles	Archimedes	£24.95	2/9/91
Swap	Palace	In house	Amiga, ST Amstrad disk Amstrad cass	£25.99 £15.99 £10.99	5/9/91 5/9/91 5/9/91
Xenon 2	Imageworks	Bitmap Brothers	CDTV	£29.99	5/9/91
Twilight 2000	Empire	In house	PC	£34.99	5/9/91
Filler	PC Productions	Gamos	PC	£19.95	4/9/91
Thunderjaws	Domark	Kremlin	Amiga, ST PC Amstrad disk Amstrad cass C64 disk C64 cass Spectrum disk Spectrum cass	£24.99 £29.99 £17.99 £10.99 £14.99 £10.99 £17.99 £10.99	4/9/91 4/9/91 4/9/91 4/9/91 4/9/91 4/9/91 4/9/91 4/9/91
MIG 29 M					
Super Fulcrum	Domark	Simis	Amiga, ST PC	£39.99 £44.99	4/9/91 4/9/91
Miami Chase	CodeMasters	In house	C64, Spectrum	£3.99	3/9/91

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ATARI ST/AMIGA SELLERS

16-BIT COMPILATIONS

ST	AM	ST	AM	ST	AM
3-D CONSTRUCTION KIT	27.99 34.99	FLOOD	9.99 9.99	QUEST FOR GLORY 2	N/A 27.99
3-D POOL	9.99 9.99	FOOTBALL DIRECTOR 2	13.99 13.99	QUESTION OF SPORT	9.99 9.99
688 ATTACK SUB	N/A 17.50	FOOTBALLER OF THE YEAR 2	7.99 7.99	R.B.I.2	21.50 21.50
1943	7.99 7.99	FRENETIC	17.50 17.50	R-TYPE	7.99 7.99
A.M.O.S. 3D	NEW N/A 24.99	FRUIT MACHINE	6.99 6.99	R-TYPE 2	NEW 17.50 17.50
A.M.O.S. GAMES CREATOR	N/A 34.99	FULL CONTACT	N/A 9.99	RAILROAD TYCOON (1 MEG)	24.99 24.99
A.P.B.	7.99 7.99	FUN SCHOOL3 (US)	17.50 17.50	RED HEAT	NEW PRICE 7.99 7.99
A.T.F.2	17.50 N/A	FUN SCHOOL 3 5-7 YEARS	17.50 17.50	RENEGADE LEGION (1 MEG)	N/A 24.99
ADVANCED DESTROYER SIM	17.50 17.50	GAMES SUMMER ED.	7.99 7.99	ROBIN SMITHS INT. CRICKET	17.50 17.50
ADVANCED FRUIT MACHINE	6.99 6.99	GAUNTLET 2	7.99 7.99	ROBOCOP 2	17.50 17.50
AFRICA KORPS	21.50 21.50	GESHA	17.50 17.50	ROCKET RANGER	NEW PRICE 9.99 9.99
ALTERED DESTINY	N/A 21.50	GENGHIS KHAN	N/A 24.99	ROKKE'S DRIFT	17.50 17.50
ARMOUR GEDDON	N/A 13.99	GODS	17.50 17.50	RUN THE GAUNTLET	7.99 7.99
ARNHEM	N/A 13.99	GOLDEN AXE	17.50 17.50	SECRET OF MONKEY ISLAND (1 MEG)	17.50 17.50
BACKGAMMON	17.50 17.50	GRANDSTAND	NEW 21.50 21.50	SECRET OF SILVER BLADES... (1M)	N/A 21.50
BARDS TALE 3	N/A 17.50	HARD DRIVIN' 2	SPECIAL OFFER N/A 9.99	SHERMAN M4	7.99 7.99
BATMAN THE MOVIE	SPECIAL OFFER N/A 6.99	HUITER	NEW 21.50 21.50	SHINOBI	NEW PRICE 7.99 7.99
BATTLE CHESS	17.50 17.50	IMPOSSAMOLE	NEW PRICE 7.99 7.99	SHUFFLEPACK CAFE	NEW PRICE 7.99 7.99
BATTLE CHESS 2	NEW N/A 17.50	INTERCEPTOR	SPECIAL OFFER N/A 9.99	SIM CITY/POPULOUS	21.50 21.50
BATTLE OF BRITAIN (OTHER FINEST HOUR)	21.50 21.50	INT. CHAMP. ATHLETICS	17.50 17.50	SKIDZ	NEW PRICE 7.99 7.99
BEACH VOLLEY	NEW PRICE 7.99 7.99	JACK NICKLAUS UNLIMITED COURSES (1 MEG)	N/A 21.50	SKYCHASE	NEW PRICE 9.99 9.99
BLOOD WARRIOR	N/A 17.50	JAMES POND	SPECIAL OFFER 9.99 9.99	SNOWSTRIKE	SPECIAL OFFER 6.99 6.99
BLOOD MONEY	NEW PRICE 7.99 7.99	JET	N/A 17.50	SPEEDBALL	9.99 9.99
BUDOKAN	N/A 9.99	KENNY DALGLISH SOCCER MANAGER	7.99 7.99	SPEEDBALL 2	17.50 17.50
BURGER MAN	7.99 7.99	KICK OFF 2	13.99 13.99	SPINDRIZY WORLDS	SPECIAL OFFER 9.99 9.99
CABAL	NEW PRICE 7.99 7.99	KICK OFF 2 (1 MEG)	N/A 17.50	SPIRIT OF EXCALIBUR	21.50 N/A
CALIFORNIA GAMES	7.99 7.99	KICK OFF 2 THE FINAL WHISTLE	8.99 8.99	SPOT	13.99 13.99
CAPTIVE	17.50 17.50	KICK OFF 2 WINNING TACTICS ADD ON	7.99 7.99	STACK UP	NEW 7.99 7.99
CAR-VUP & TORVAK THE WARRIOR	17.50 17.50	KID GLOVES	NEW PRICE 7.99 7.99	STEVE DAVIS SNOOKER	9.99 9.99
CARRIER COMMAND	9.99 9.99	THE LAST BATTLE	NEW 17.50 17.50	STRIKER MANAGER	NEW 17.50 17.50
CENTREFOLD SQUARES	9.99 9.99	LAST NINJA 2	7.99 7.99	SUPER CARS	NEW PRICE 7.99 7.99
CENTURIAN	N/A 17.50	LEAGUE CHALLENGE	NEW PRICE 6.99 6.99	SUPER CARS 2	17.50 17.50
CHALLENGE GOLF 3-D	17.50 17.50	LEATHER GODDESSES OF PHOBOS	9.99 9.99	SUPER MONACO GRAND PRIX	17.50 17.50
CHAMPION OF RAJ	17.50 17.50	LEMMINGS	17.50 17.50	SUPER OFF ROAD RACER	17.50 17.50
CHASE H.Q. 2	17.50 17.50	LICENCE TO KILL	7.99 7.99	SWITCHBLADE	7.99 7.99
CHESS CHAMPION 2175	21.50 21.50	LIFE AND DEATH	17.50 17.50	SWITCHBLADE 2	17.50 17.50
CHUCK ROCK	17.50 17.50	LITTLE PUFF	6.99 6.99	SWIV	17.50 17.50
CHUCKIE EGG 1 OR 2	9.99 9.99	LOGICAL	NEW 13.99 13.99	TEAM YANKEE	21.50 21.50
CLOUD KINGDOMS	NEW PRICE 7.99 7.99	LOMBARD RAC RALLY	7.99 7.99	TEENAGE TURTLES	SPECIAL OFFER 9.99 9.99
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1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	▼	HEROQUEST House: GREMLIN Team: 221B
4	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
5	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
8	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
9	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
10	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
11	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
12	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
13	▼	VIZ House: VIRGIN Team: PROBE
14	▼	SUPER MONACO GP House: US GOLD Team: ZZKI
15	★	SUPREMACY House: VIRGIN Team: PROBE
16	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
17	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
18	★	EUROPEAN SUPERLEAGUE House: CDS Team: IN HOUSE
19	▼	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
20	★	NORTH AND SOUTH House: INFOGRADES Team: IN HOUSE

ALL FORMATS TOP 20



CHART FAX

With the football season now well under way there are three games featuring the sport in the top 20.

Multi Player Soccer Manager and European Superleague are both all out management games, while Manchester United Europe holds on for a sixth week at the top.

All that and top of the first division as well! (It was only after one game, Brit - Ed)

Probe's best ever title, Supremacy, comes back yet again for a top battering run. Only this time I don't think it will do that well as it will be beginning to die off now.

The top five still has the same games in it as last week but they've gone and reshuffled just so I can't



moan about it as much. Which of course I won't as HeroQuest is still there - keep going lad!

There are still plenty of would-be Biggles out there as both F15 Strike Eagle 2 and F16 Combat Pilot are climbing faster than a MIG with a missile on its tailpipe.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

IT'S A MIRACLE ^{COMPO}X

GRAB THE GIFT OF MUSIC IN OUR GREAT GIVEAWAY

I magine waking up one morning with the gift of music. Chopin, Beethoven, Mozart, Motorhead, you name it – you can play it. Now wouldn't that be a miracle? Well, thanks to Mindscape, you too can enjoy the magic of music. By entering this competition you could be waking up to the tuneful sounds of your doorbell as the postie delivers you a complete Miracle Music System.

The system comprises of the Miracle keyboard, a Nintendo Entertainment System and the Miracle software game pack. By simply connecting your system together and following the on-screen prompts, you'll be able to understand the fundamentals of music. What's more, with the Miracle System you'll be able to learn at your own pace, using over 100 different instruments!

So what do you have to do to win this amazing system? Easy, just answer the questions correctly and send your entries to us by September 17, 1991. The first entry out of the hat will win the complete system (minus the TV – you'll have to use your own set).

QUESTIONS

1. What computer games console does the Miracle work with?

- A: Sega Mega Drive**
- B: Nintendo Entertainments System**
- C: Atari VCS**

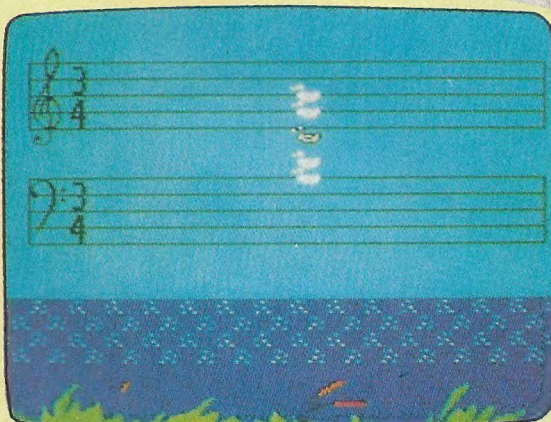
2. What impediment made Beethoven's composing so unlikely?

- A: He was blind.**
- B: He was deaf.**
- C: He only had one arm.**

3. Jean-Michel Jarre is a keyboard wizard. Which of these is NOT one of his compositions?

- A: Oxygene**
- B: Equinox**
- C: I'm too sexy**

Learning to play can be fun! In this game you go on a duck shoot. Hit the correct note on the keyboard and win yourself a duck!



There are numerous musical scores to choose from. The interactive on-screen keyboard follows every note you play!

I WANNA BE THE NEXT LES DAWSON:

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3
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Rules & Regs

The competition is not open to employees or family members of the Europress Group or Sales Curve. No correspondence may be entered into and the editors decision is final.

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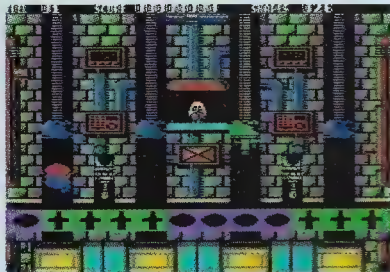
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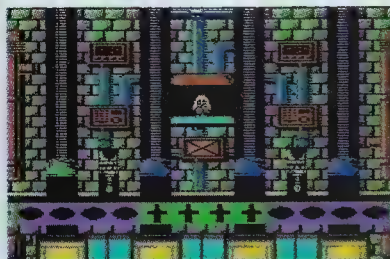
DIZZY PANIC CODEMASTERS £3.99 OUT NOW

Well, well. Another Dizzy game to bless your screens. However, don't be fooled into thinking this is in the same style as previous Dizzy products. For this is a puzzle game with the Dizzy name added on and is actually quite addictive.



The aim of the game is to allow falling shapes to drop through the corresponding hole at the bottom. As the levels progress these fall faster and faster, making it seemingly impossible for you to manage it.

Dizzy has absolutely nothing to do with the game as all he does is stand



in the centre of the screen operating a conveyor belt, which moves the holes left and right at the bottom.

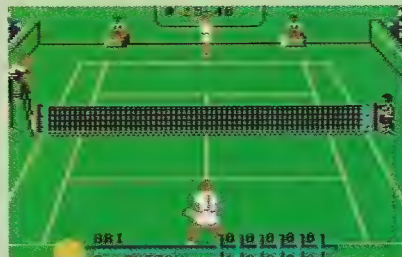
So, I recommend you don't buy it for the name. Buy it because it's a very good, addictive challenge.

X-RATING: XXXX

GRANDSTAND DOMARK £14.99 OUT NOW

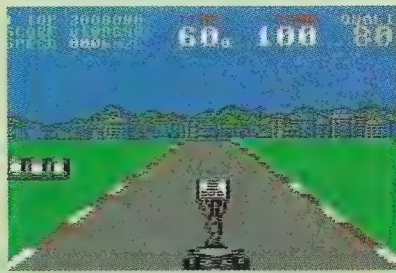
No, this isn't a tie-in of the popular weekend sports programme on the TV, but a compilation of four different sports games.

Continental Circus is the conversion of the ever popular Taito racing game. It sees you behind the wheel of a Formula 1 Grand Prix car as you attempt to race around eight of



the world's most demanding circuits. The game is fast and addictive and a classic in its own right.

World Class Leaderboard is the ultimate Golfing simulation and the real gem of this compilation. No golf game has equalled the immense playability and graphical excellence of



this game. I think that says enough, don't you?

Now we come to Gazza's Super Soccer, perhaps the worst football game ever played on any computer. Completely unrealistic pitch design and totally unplayable.

Finally there is Pro Tennis Tour. This is quite a competent and playable tennis game. I quite enjoyed playing it but unfortunately most of you won't look twice at it, due to some really naff graphics.

Despite this, I'd recommend it as a compilation package on the grounds that it has two really excellent programs on it.

X-RATING: XXXX

Hi! Can't stop, I'm on my way to Reading! I hope you enjoy the page as much as you have in previous weeks! Well, must go, I've got to catch a train, bye!

Indy is back! Yes, Indiana Jones returns exclusively to your computer screen in the Fate Of Atlantis from US Gold. The arcade game sees you running around solving clues in a 3D isometric environment.

Hopefully we'll have a full review for you

coming up soon. Until then here's a screen shot to whet your appetite.

Hudson Hawk is heading your way, courtesy of Ocean. Following the plot of the film fairly closely and, with enough platform gameplay to keep every budding Rick Dangerous happy, it is looking great.

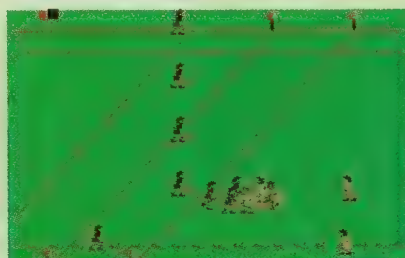


QUATTRO SKILLS CODEMASTERS £3.99 OUT NOW

The latest in a long line of Quattro compilations is another sports collection (the second on this page no less!). Featured in the package are three "Simulators" and yet another football game.



First off is Skateboard Simulator, a fairly addictive challenge on four wheels. Graphically the game is quite nice and the scrolling is smooth and fast. However, the game is let down by a dodgy control method that takes quite a while to suss!



Rugby Simulator is exactly what it says, only it isn't particularly good. In fact it is pretty awful due to the fact that it is totally unplayable and has rubbish graphics. Nuff said!

11 A-side Soccer is (surprise,



surprise) a football game and the big shock is that it is very enjoyable. The scrolling is smooth and the game is fast and very playable. This is worth the compilation price on its own.

Finally we have Tennis Simulator which is fairly addictive to play. The speed is quite fast and the players move around easily.



This compilation is much more preferable to the aforementioned Grandstand and it is much cheaper. You know what to do...

X-RATING: XXXX

8-BIT X-RATED MAGAZINE 464

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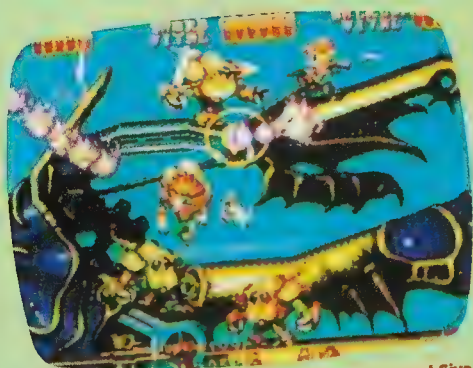
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ARCADE EXTRAVAGANZA



Venture into the Demon Gaia's Castle with Lou and Siva in *Midnight Wanderers*, an all-action fast-paced game

This week Games-X discovers Capcom's three wonders: one offering each for fans of action, shooting and puzzles. If these don't appeal there's also *Hard Drivin' Panorama* for all those racing fiends out there.

Capcom has just released a new three in one video game which is taking lots of money in the arcades. Multi-system games have always been a popular choice with arcade owners as they are a cheaper way of offering more video games, as well as getting more games into often limited spaces.

Capcom's **Three Wonders** offers three games: *Midnight Wanderers*, *Chariot* and *Don't Pull*. These are action, shooting and puzzle games respectively and therefore offer a good range to suit most players.



Lou and Siva return in *Chariot*. This time they're up against the Demon Lar in a unique fantasy setting

Midnight Wanderers

is an adventure game where the player must free the legendary Chariot of Light from the evil demon Gaia. You must use various weapons as well as the magical allies, Firestorm, Chilly and Corkscrew in your battle.

Graphics on the game are pretty standard but players seem to enjoy the magical ally feature which makes the game more interesting.

Chariot is a flying/shooting game in a fantasy setting which uses the same characters as *Midnight Wanderers*. This time the player must fly his chariot in battle against the demon Lar and save the kidnapped princess. The player can shoot forwards or backwards by use of a special tail weapon which is a good extra feature.

Don't Pull is probably the least popular game of the three which is a two-player interactive game. This puzzle game is based on blocks which the player must arrange in certain sequences for bonus points and games. It's good fun but invariably puzzle games are less popular than action shooting games in arcades.

Three Wonders is well worth taking a look at and with the promise of more games to follow for the cabinet it is likely that there will be something to suit all tastes.

JOURNEY FORTH

Back to the more run-of-the-mill type of game and US giant Atari has released a new video called *Hard Drivin' Panorama* which has now found its way into all the major arcades. This is a great driving simulator game which has certainly commanded a good position in all arcades in which it has been placed.

The video is based upon Atari's previous hit games called *Hard Drivin'* and *Race Drivin'* but includes three screens to give the player a wide-angle view. Also included is a new competitive stock-car track.

Atari itself claims that the game captures an authentic driving experience and then takes it two steps further. This is achieved by the addition of the two 25 inch monitors and by offering the player a choice of five different race tracks.

There is the original speed and stunt tracks from *Hard Drivin'* as well as the *Race Drivin'* super stunt and autocross tracks. New to the *Panorama* game is the



In *Race Drivin' Panorama*, the three monitors combine to display a 170 degree view

stock-car race track where the competition from the computer controlled cars is intense.

The player can test drive his choice of four different classic sports cars and the simulated cars are in fact based upon the performance features of several well-known cars.

Each car comes complete with its own handling characteristics for top speed and cornering. *Hard Drivin' Panorama* is equipped with a swivel seat, accelerator, brake and clutch and four gears.

The driving simulation is enhanced by visual feedback of real-time video graphics generated by the fastest microprocessor and the most efficient software code available to provide an imperceptible lag time between control input and screen graphic response.

The game has been created as a major attraction piece and that is certainly what it will be this summer.



Enjoy the puzzle fantasy world of *Don and Pull* in *Don't Pull* - an interactive game intended for two players

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX

The higher the rating the better the game

BRIAN is in the mood for action this weekend as he pops away for a sultry few days in wonderful, sunny, Reading! Poor Bri's indulging in three days of sweaty bopping and ear-ache, so we hope to hear from him when he wakes up.

JOHN has been at the ultimate mosher ball down at Donnington, to take part in one huge head-banging contest. As you can tell, he leads a very sheltered life far from the bad influences his mum wouldn't like!

NICK is now well and truly ensconced as one of the Games-X nutters. His brain has finally relieved itself of its sanity and has left our poor new staff writer as a complete 'nana. His taste for badly coloured WP screens is getting worse!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

RELEASE INFO
C64 **£11.99 Now**
Atari ST **£24.99 Now**

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk



The ugly mutant starfish whip their boomerangs out of their back pockets and whizz them around the screen



Tam zaps a shark with his rod and attempts to thwop the pathetic creature over his head

RODLAND



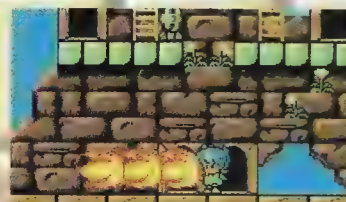
John

So cute it'll make you puke? There's nothing quite like creative advertising is there? Those of you who have seen the recent previews and adverts for this latest release from Sales Curve will doubtless be curious as to just how sickeningly twee it really is! Is it just cutesy pie drivel or a new classic?

Tam and Rit are two fluffy, puffy, cutesy fairies who live in a far away land with their mummy and daddy. Life is truly wonderful. They live in a nice, comfortable home where their sweet smelling, rosy and flowery existence is happy and gay!

Unfortunately life for these two unsuspecting little lovebundles is about to take a horrible and frightening turn for the worse!

From a far away land, a savage ugly, smelly, demon has rounded up a fearsome army of battlewise mutant



Tam gets his grubby little mitts on a flame-thrower and proceeds to burn everything he can find

creatures with the intention of kidnapping Tam and Rit's mummy!

From out of the mountains a shock troop of mutant sharks, corn on the

cobs, lobsters and squirrels storm the tranquil fairy village and take the poor children's mummy away, locking her in a tall and highly guarded tower.

What can they do? Without mummy they'll have to suffer daddy telling them a bedtime story, and he's not very good at it!

RANBO FAIRY

There's nothing else for it, the two kiddies are going to have to go it alone and rescue their loved one from the clutches of evil.

To help them on their way the fairy

FLUFFY PUFFY SNUGGLEBUNNYKINS



The lobster will try and pinch your bottom



The monkeys are reasonable, friendly chaps who just throw things at you



The Kaburra will leave behind bonuses when clobbered



Nessie appears on holiday from his usual hide out in Bonnie Scotland

A little fluffy bunny wabbit! Ahhh!



The poor little shark will burst into tears if you hit him too hard





A bunch of deranged squirrels appear out of nowhere to chase after our endangered fairy friends

elders decide that they ought to give 'em a bit of a hand and proceed to dig out a couple of pairs of whacky boots from the closet.

The kiddies' initial reaction to this is far from jubilant. What would they need a pair of boots for? This is hardly the time to indulge in 60's footwear fashion!

To this the elders have a neat and cocky reply. They inform the infants of the boots' ability to form a rainbow ladder which will help them climb up the levels of the tower.

Wow! Awesome stuff eh? Haven't you ever wanted a pair of boots with a retractable ladder built into the toe cap? I know I have!

CUTE AIN'T THE WORD

Just as the children set off to leave with their new steeplejack label footwear, their Dad pops out with a package.

In it are two, big, spear-like thingies which daddykins informs them will fend off attacks from the marauding baddies.

The trail to the tower is short and sweet and it isn't long before the strange and wonderful creatures begin to appear. Tam is the first to react and activates his rod like a pro.

He captures a poor, innocent shark in the rod's mysterious force field and swings the pathetic creature over his

head, whacking it down on the ground a number of feet away.

The unusual creature's reaction to this display of unmitigated violence is to burst into tears.

Tam re-activates his rod again and whacks the poor creature about again until it disappears into a cloud of sweet smelling smoke.

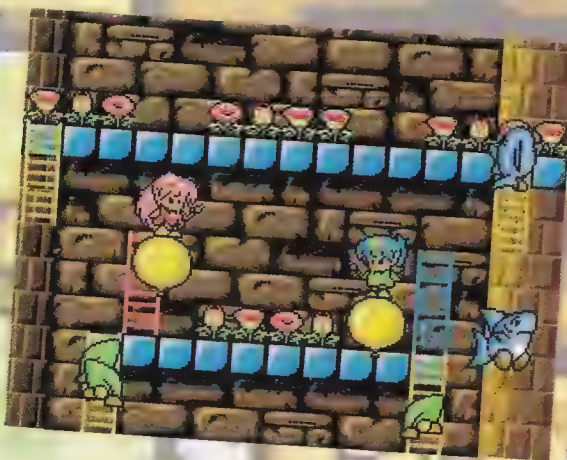
Rodland, as you can probably tell, is a game of revenge and fairy heroics. Basically a platform game for either one or two players, it allows you to move through numerous locations clobbering

the cutest and sickliest bunch of pathetic characters ever to grace the computer screen.

Every now and then the onslaught of walking greengrocery and seafood is broken by an end-of-level guardian.

Whales, elephants and goats are all used to mangle the fairies, and all are drawn in the most excruciatingly cute way possible.

The action is simple yet effective and the variety of creatures will keep you both on your toes and laughing as you move through the tower's rooms.



Ever been attacked by a corn on the cob? Only in your wildest dreams, eh? Well here there's loads of 'em!



FACT FILE

Software House: Sales Curve
 Programmer: Roland Piekiet-Weeserik
 Graphic Artist: Ned Langman

O K, so Rodland isn't going to win any awards for originality is it? It's a straightforward monster clobbering platform game which has been converted from a little known Jaleco arcade unit.

It's a good conversion and believe me, both of the the 16-bit versions are very, very close to the arcade machine!

Those of you who claim to hate cute computer games are definitely in for a surprise. The Japanese seem to excel in cutesy-pie characters and twee scenarios, but Rodland has the edge over most games of this type.

It really is so unbelievably and sickeningly yucky that it goes beyond being repulsive. It is hilarious!

Seeing an army of corn on the cobs come racing across the screen with the intention of clubbing you to death is just totally weird and whacky.

If you're like me and think that many of today's computer games are getting too complicated for their own good, you will love this.

The rules are simple, you just kill off the bad guys and try to pick up the goodies that are scattered around to help you move to the next level.

There is no complex plot and nothing intricate. It's great! The graphics are neat, the sounds are funny, the gameplay is tremendous and the whole game has been written with a sense of humour.

As a two-player game it's one of the best platform games I've seen since Super Mario.

X-RATING: XXXX

Gameplay: 18/20

Lastability: 17/20

Presentation: 17/20

RELEASE INFO

Amiga £25.99 Sept

Atari ST £25.99 Sept

C64 c£11.99 Sept

d£15.99 Sept

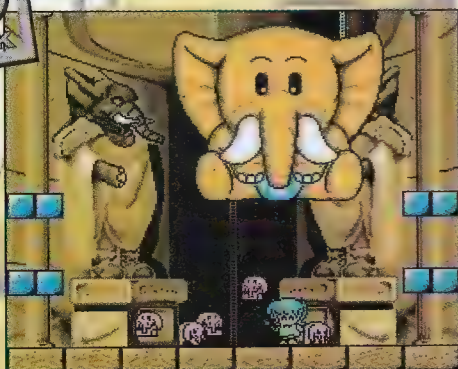
Amstrad CPC c£11.99 Nov

d£15.99 Nov

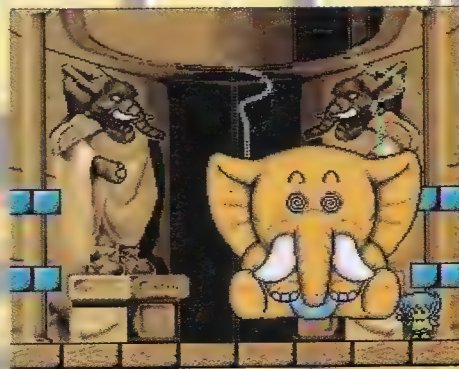
Spectrum c£11.99 Oct

d£15.99 Oct

SPORTY ELEPHANTS



The huge elephant wearing a blue jockstrap swings precariously above your head on a trapeze.



After zapping the elephant a number of times he falls helpless from his trapeze and crashes into the ground

MONSTER BUSINESS

FACT FILE

Software House: Eclipse
 Programmer: Fabian Hammer
 Graphic Artist: Michael Grohe
 Music: Synth Dream

As platform puzzle games go, this is fairly addictive and mindless fun. Graphically, it is very colourful and although quite humorous to watch for a while, it soon becomes boring and fairly tedious.

Sound effects consist of loads of tunes, similar to high quality C64 musical pieces with a few spot effects over the top. Unfortunately, these also soon become as annoying as Right Said Fred's 'I'm Too Sexy' (which Scoop Clarkson has bought, the sad man!) after you have died for the 150 millionth time!

Despite this, I found myself playing the game for quite a while. It's infuriating but every time you get to a new level you find yourself determined to complete it, my record being level 99, and that's hard!

It's a fiver cheaper than most games around nowadays and with both ST and Amiga versions on one disk is fairly good value and a nice bit of time wasting fun for all ages!

X-RATING: XXXX

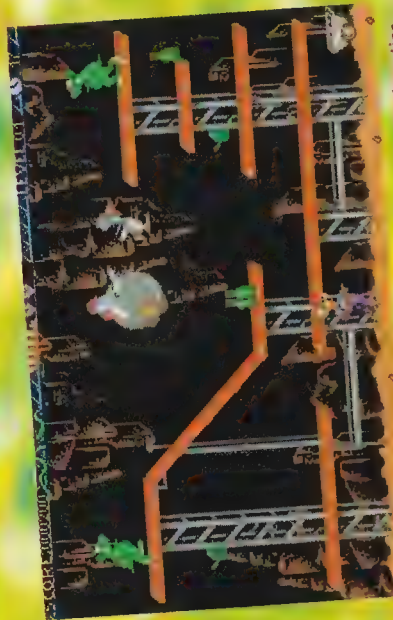
Gameplay: 14/20
Lastability: 15/20
Presentation: 11/20

RELEASE INFO
Amiga £19.99 Now
Atari ST £19.99 Now



Brian

In previous games we have had to destroy all sorts of monsters with many large and powerful weapons. Now, we have an environmentally friendly bit of monster busting, using an airgun. Want to know more? Read on...



The aim of the game is fairly simple. You must pump up the beasts which roam the platforms and make them float upwards

The Tin Town Construction Company has one heck of a problem because the mad meenies from the big forest on the outskirts of town have raided all its building sites.

Naturally Mr Bob, the company Boss, isn't at all chuffed by the fact that no work is getting done. As a result, he hires you, Leroy, the best beastie buster living today.

Grabbing an automatic airgun, you must pounce around the various building sites and fill each of the beasts with air until they puff up like balloons.

When fully inflated, they will float upwards. This signifies that they have been busted. You can then leave them floating or push them out of the way.

INFLATED EGO

Each of the construction sites consists of a number of platforms around which you joyfully leap while making balloon animals - literally!

Several platforms lie at a 45 degree angle. To get up these you

Control is via the joystick and the game can be played by one or two players. However, in two-player mode you take it in turns instead of simultaneously.

BLOW 'EM UP

If you manage to achieve a score above 20,000, you will be awarded with an extra life. Help is at hand with a continue option should you lose all you lives, but you can only turn to this four times during the game.

At first, the levels will seem relatively easy, with pretty dense creatures to kill. However, things will start to hot up by about level eight and, with 45 levels to battle through, you can earn yourself the title of Top Buster in the glorious history of Tin Town.



On dying, you will also pop like a highly inflated balloon. A little angel will appear and float upwards to Leroy heaven

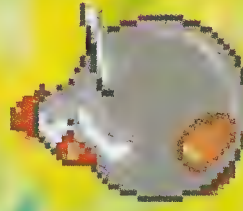


Level 12 is very difficult because of the very long and high slide right at the bottom. You'll have to be brave and run up when you think its safe

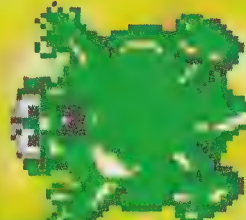
BALLOON ANIMALS



Apes are humorous little creatures, but be on your guard when they jump off the end of the platforms!



Chickens lay lots of explosive eggs around the platforms



These green ones have no defence system and are relatively easy to pump up

RULES OF ENGAGEMENT



Ever fancied commanding your own space fleet? Chances are you've already done this in Omnitrend's previous products, but now everything has been made bigger and better in its latest game, complete with intelligent aliens and inter-stellar battles...

Rules of Engagement is the latest strategy product from the experienced hands of Mindcraft. Including 20 predetermined missions to embark on, the game also has the ability to include over one million tasks using the in-game objective editor.

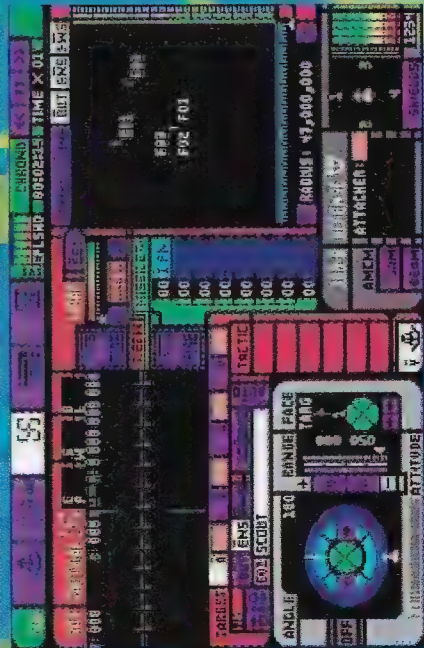
Although Rules of Engagement appears on both 3.5 and 5.25 inch floppies it is best installed onto hard disk in order to speed matters up. Upon booting the game, it immediately swaps over to the simple point-and-click control system. There are numerous pre-

game options, including the ability to interlock with past Omnitrend products like Breach 2.

First off you must name your commander and select a mission. The difficulty of each task can be anything from dead easy to the damn near impossible, or alternatively you can choose to create an objective of your own.

On top of this you can choose to play an existing game with a new or saved commander.

Having selected your mission, the game will begin. You must control your fleet, and this means



The gunner's station is perhaps the most vital, because when the conditions turn red you must quickly power up the shield and aim the cross hairs on the enemy ship. Now decide whether to use missiles or lasers

BREAKING THE RULES

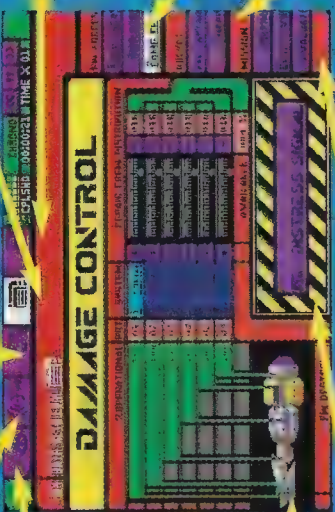
Orders: It is from here that you send orders and receive data on the current status of your fleet

Communications: This aspect is vital, be it contacting your own friendly ships or trying to form alliances with the aliens

Navigation: Selecting the navigation screen will allow you to program your fleet's course to intercept the enemy horde

Damage status: Tapping on your ship will detail you on the current damage status of your ship

Send distress signal: Click here if you find yourself in dire need of help



Mission data: To recap on your mission objectives or evaluate your progress, click here

Load/Save: Choosing this icon allows you to restore or save a game onto disk

Fleet data: Selecting one of these three icons will allow you to gain the low-down on your ships

Enemy data: Information on the enemy fleet can be gained from here

Software House: Mindcraft
Development Team: Omnitrend software
Programmer: Thomas R Carbone
Graphic Artist: Maurice Molyneux
Music: Dave Govett

FACT FILE

I wasn't overly impressed by Rules of Engagement when I first played the game, but like any other product of this genre you need to get into it before you really start to enjoy it.

That said, I eventually found the game mildly interesting despite the fact that it was rather monotonous and graphically unimpressive.

OK, you may think that strategy games do not need visually stunning artwork but a 256-colour VGA board deserves something more than a mere 16 colour palette.

The game system is easy to learn and the strongest point about Rule of Engagement is the chance to expand and play the vast quantity of missions available to you.

The game is also completely redefinable in terms of difficulty, but I can really only recommend this game to die-hard strategy fans.

X-RATING: XXX

Gameplay: 13/20
Lastability: 14/20
Presentation: 9/20

RELEASE INFO

IBM PC \$99.99 Now

Amiga £29.99 Sept

own enemy and therefore make the game easier or harder, depending on the skills you grant your foe.

The game features a save and restore option which is a must. With data disks already in the pipeline, Rules of Engagement has much scope for new missions and a variety of fresh enemy fleets to do battle against.



Another major parts of Rules of Engagement is to successfully navigate you ships in order to find and locate the position of the enemy. Once this has been achieved, carefully move your ships into an attacking position

difference between winning and losing could be you living for another battle.



Having selected the mission you wish to embark on, your ship will fly out to the fleet. Feast your eyes on these graphics as from now on you'll only be reading gauges!

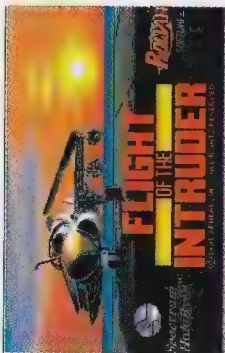
The enemy comprises of intelligent aliens under the computer's control, and their forces are made up from faster and stronger ships than have been ever seen before. Once again you have the option to create your

navigating them successfully through the cosmos and administering communications, as well as controlling combat.

The battle against the enemy is not a lone mission with your fleet fighting single-handedly against the enemy horde. A lot of the missions give you the option to include one or more friendly units to aid you.

During your adventures you will encounter alien species which will react to your presence in different ways. You will have to decide whether to communicate or attack, and if it's the latter, which missile will cripple the enemy craft!

Instead of needing a fast trigger-finger, you will be asked to make strategic decisions over the location and navigation of your fleet, and the



FACT FILE

Software House: Mirrorsoft/Spectrum Holobyte

Development Team: Rowan Software
Programmers: Colin Bell, Tom Barton
Graphic Artists: Mack Show, Jody Suther
Sound: Colin Bell, Lars Norpchen

Flight of the intruder is one heck of a flight simulator. The programmers have got the mix of excitement and realism almost right, with you selecting a mission to suit your skills and temperament.

Graphically, it isn't overly stunning and there are smoother flight simulators, but in this game you have much more to do than simply fly.

The missions are inspired, from single bombing runs to protecting your carriers from swarms of invading MIGs.

Without a doubt, Flight of the Intruder is one of the better flight sims, which together with the enjoyment factor makes it about the best.



X-RATING: XXXXX

Gameplay: 15/20
Lastability: 18/20
Presentation: 17/20

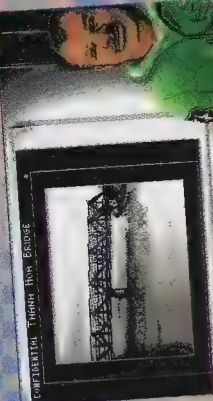
RELEASE INFO
Amiga ST £34.99 Now
Amiga £34.99 Now
IBM PC £34.99 Now

Flight of the Intruder is a flight simulator set in the Vietnam war in 1972. Based on an aircraft-carrier you take the role of both navigator and pilot on either an A-6 Intruder bomber or an F-4 Phantom fighter.

Select the appropriate mission for your individual skills and aircraft type, and you are ready to soar into the great blue yonder.

Each mission offers a full debriefing from your superiors on all aspects of the mission, from confidential maps and photographs to likely enemy resistance.

You need to take note of what is said in order to plan your long journey and to equip the plane with suitable weaponry.



Checking out a mission, you are presented with a wealth of intelligence reports to check out the gruesome details of your planned attack

After the debrief, when you have selected both your crew and plane, you can prepare yourself for the hair-raising take-off.

Flying isn't such an easy thing to master, as you might expect,

Sweeping low on a bombing run, desperately trying to knock out that bridge. A few, well aimed shots at the centre strut should destroy it.



and Flight of the Intruder clings rigidly to the real thing.

Just about all the keys have a use, and these usually have a double meaning. However, after around five hours with the keyboard

layout pages open, you'll be wondering what all the worry was about as you loop the loop and rollaway like a real pro.

Set in a real-ish time sequence, this can cause problems.

FLIGHT OF THE INTRUDER

NICK
 Landing an A-6

Intruder on an aircraft-carrier is

like dropping an elephant on a postage stamp.

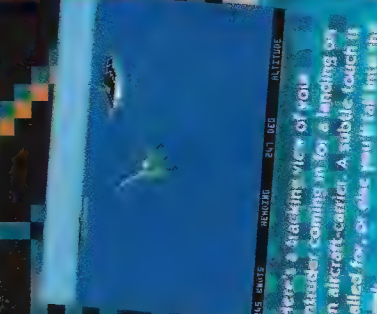
Possible, but not advisable. So if you

think you've got the nerve and skill to be a naval aviator,

Flight of the Intruder may be what you've been looking for



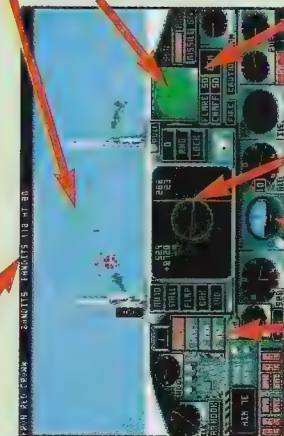
Load up your carrier with a selection of armaments to pulverise your opponents. Customise it to create a mean ship of death



Here's a wide-angle view of you intruder coming in for a landing on an aircraft-carrier. A subtle touch is called for, or else you'll fall into the sea.

ESSENTIAL MIG KILLERS GUIDE

Radio messages from your HQ and other pilots keep you informed of various things, from the whereabouts of MIGs to complaints about being behind schedule things in your sights



The weapon selection displays in which armament is in use at the moment.

The position of the craft to the horizon is represented here

This instrument panel describes the whereabouts of enemy craft in relation to yourself on the horizon

With radar or heat guided missile weapons, keep an eye on this. The range light flashes first, then locks onto your target. Be quick, or else they could disappear again

Threat indicator, which distinguishes between threatening missiles and planes and those friendly to you

Whilst up there, you can have a look around. Keys three through to nine display the various viewpoints around your cockpit.

You can also observe your plane and surroundings from the outside, behind, from a satellite, or even from a missile's eye-view.

Actually, piloting outside the cockpit is extremely enjoyable, and it shows off the graphic capabilities to a tee.

Various systems show you data on your target, be it a Vietcong MIG or your designated bomb target, and once you've got to grip with these, you'll be flying low and hard, determined to destroy.

If you have one megabyte of memory, then you can exchange control of your plane for a different one. This keeps you in the frame of things and is a welcome addition to this flight simulator full of extras.

if you are ordered on a bomb run in uptown Hanoi, it's quite a long way to fly over featureless water.

Thankfully there is an acceleration feature, which doesn't make you nip over the water, but speeds things up to get you there in time for the slaughter.

Using the map is easy enough, but the autopilot lines things up for you superbly, taking you along the most suitable route to reach the enemy and also lines you up for a perfect bomb run.

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A perfect aim and cool nerves are the requisite of Phantom pilots, blasting missiles at the tricky MIGs

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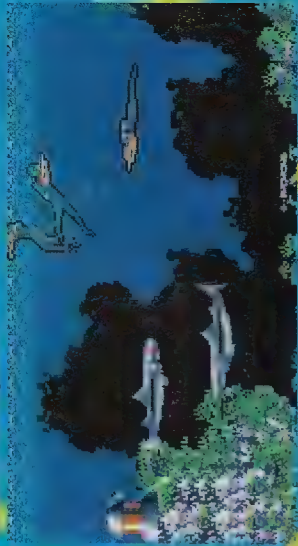
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Battle through the underwater defences as you move towards Madame Q's stronghold



While moving through the complex passageways you are set upon by a fire woman, a cyborg and a bat woman



FACT FILE

Software House: Domark
Development Team: The Kremlin
Programmer: Neil Harding
Graphic Artists: Lloyd Baker, Saurav Sarkar

This is apparently the unofficial sequel to Rolling Thunder and is a reasonably similar game.

The action is fairly fast and there are loads of nasties which will keep you occupied as you move between the scrolly shooty underwater sections to the platform jumper bits.

Graphically, it's nothing out of the ordinary and very faithful to the original unit. I feel it would've been nice if they had improved on the little presentation quirks of the original.

The variation on the Jaws theme which accompanies the intro sequence is absolutely wonderful. Overall, this is an accurate arcade conversion which remains faithful to the original unit.

X-RATING: XXX

Gameplay: 15/20
Lastability: 13/20
Presentation: 12/20

RELEASE INFO	
Amiga	\$25.99 Sept
Atari ST	\$25.99 Sept
C64	£10.99 d£14.99
Spectrum	£10.99 d£15.99
Amstrad	£10.99 d£15.99

You control the main character as he dashes through the levels in true secret agent style, killing the baddies and rescuing the fair maidens.

FISHY PLATFORMS

There are loads of platforms and ladders to leap about on and there are literally hundreds of sprites which hurl themselves about with murderous intent.

Special note must go to the end-of-level rock monster which grows out of a wall and tries to flatten you with its enormous fist!

It's all fairly competent stuff, but I feel it would be probably more suited to the 8-bit formats than the ST or Amiga.



As you reach the control room a fiery character nips up behind you to singe your bobby



The lizard men begin to make an appearance when you reach the further depths of the complex

an enormous, dirty great spear gun. The first objective is to enter the stronghold of the scantily clad, yet powerful, Madame (oo-er) and reach the levels which will lead towards the control room of her operations centre.

Thunderjaws is basically divided into two separate sections. The initial undersea part sees you heading through troubled waters towards the enemy stronghold, while the other sees you moving into the base itself on foot.

MANIACAL MADAME

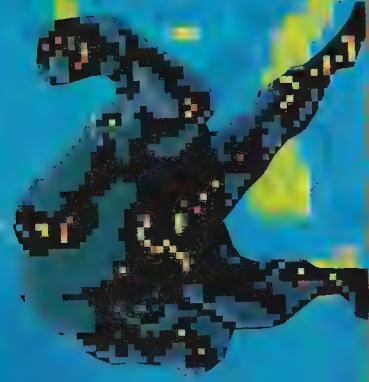
Both sections are filled to the brim with mutant nasties which must be overcome if you are to reach the control room, rescue the hostages and destroy the base forever.

Along your passage through the corridors you will find numerous weapons which can be used to destroy some of the large cyborgs that attack you.

Huge rock men, fire creatures, bat women and robot dogs will all attempt to leap upon you and mercilessly tear your throat out. You must collect the apparatus to blast them to smithereens!

Anything from an Uzi 9mm to an enormous great rocket launcher is available so you should have plenty of fun smiting the aquatic foe! Brian would like it anyway!

The basic format of a Thunderjaws is that of a reasonably simplistic, scrolling platform, shoot'em-up.



THUNDERJAWS



What a hero, eh? Old Jimmy Bond has got nothing on you, has he? Your mission begins as you suit up in your natty black rubber outfit complete with snorkel, flippers, breathing apparatus and genetic mutants and is aiming to obliterate the very structure of modern society. You have been despatched by the secret service to infiltrate her base and thwart her insane plans.

But are you up to the challenge?

At the entrance to the base you blast your way through the door while avoiding all manner of nasty meanies.





FACT FILE

Software House: US Gold
Development team: Tiertex

Grappically, the Alien Storm sprites are very similar to those in Golden Axe and, as such, are also very close to the arcade version.

The backgrounds are not at all brilliant, having been snatched straight from the ST version. Surely the programmers could have made use of the extra colours!

The sonics aren't too bad, with some fairly good tunes between levels. On the other hand, sound effects do tend to become slightly annoying.

The game plays relatively well and the difficulty factor is OK. Unfortunately, there just isn't enough variety for it to become one of the most addictive challenges around.

However, it's the arcade original, rather than the conversion that lets this game down

X-RATING: XXX

Gameplay: 13/20
Lastability: 12/20
Presentation: 12/20

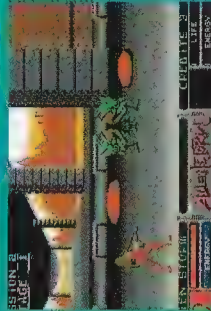
RELEASE	INFO
Amiga	£25.99 Sept
Atari ST	£11.99 Sept
C64	£11.99 Sept
	£16.99 Sept
Amstrad	£11.99 Sept
	£16.99 Sept

Why do aliens always choose Earth for their attempted massacres? Well, these particular little monsters have been searching for a new planet for ages.

Unwittingly, it would appear they destroyed their own, with CFC gases and the like.

Lots of disgusting little aliens have been beamed onto the surface to do battle with the humans and ultimately take over the planet and claim it as their own.

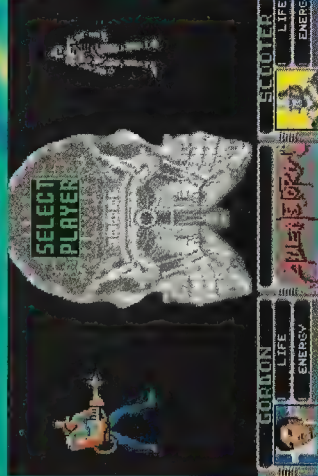
Cunningly, as only aliens can be, they disguise themselves as everyday objects, ready to leap on unsuspecting victims.



Karla's red cat suit is a really nice bit of camouflage. See how well she blends in with the natural city grey! The unlucky enemy hasn't got a chance

Help is at hand though. An elite group of UFO watchers has set up a task force to fight the aliens.

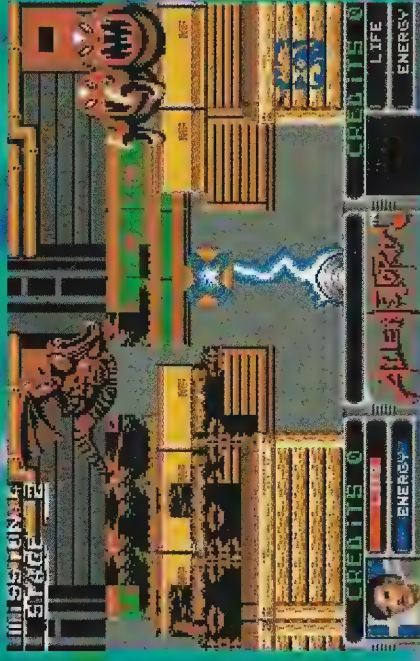
The members call themselves The Alien Busters and their three finest fighters set out alone to save Earth from an imminent take over.



Before starting the game, you must select someone to be the controller. There are three characters to choose from (Only, the pressure!)

ALIEN STORM

OK. Who fancies running around the city with a big gun, blasting aliens to bits? I certainly do, so here's US Gold's conversion of Sega's Alien Storm to turn your fantasy into real life, well almost!



Lots of mean looking, not so friendly aliens appear in front of you as you enter the various infested buildings. As you can see you are far from defenseless in combat, since you have a long blue laser beam to annihilate the nasty old beasts. This is the best and fastest part of the game to play

One thing that has been lost from the arcade version is the option to have three people playing simultaneously. However, two can still enjoy the game together.

You can control one of the three fighters: Gordon, Scooter or Karla. (Sounds a bit too much like the Muppet Babies to me!)

The game is a sort of Golden



There is a really fast shooty-shooty bit at various stages throughout the game. This involves running at speeds faster than a Porsche! Very realistic, eh!



Each level comprises a number of sections of which there are three types. The Golden Axe style stage takes up the main bulk of the game.



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GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Monopoly Deluxe Amiga

Software House: Virgin
Development Team: Leisure Genius

Every person on the entire planet must know or have played the board game of Monopoly, and a highly enjoyable experience it is too!



Once more, you get the chance to play this much loved game, this time on the Amiga.

The basic rules remain unchanged and keyboard controls are not needed since everything can be accessed from icons and drop down menus.

Unfortunately, this makes the game a bit niggling to play and it can get very confusing.



Not a very good interpretation of the game, but nicely presented with some good sounds. Will appeal to Monopoly freaks everywhere.

X-RATING: XXXX

Gameplay: 11/20
Lastability: 10/20
Presentation: 14/20

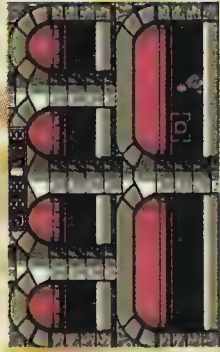
Darkman Amiga

First Reviewed: Issue 18
Software House: Ocean
Programmer: Nick West
Graphic Artist: James Clark
Sound: Jonathan Dunn

A typical beat'em-up comic platform game, starring the marvellous cartoon character Darkman. Your aim is to rescue your wife and take revenge on those who have deformed you.



Too much attention has been focused on a variety of game styles here, leaving an overall picture of poor quality. The Amiga version is faithful to that of the Atari ST, but with improved animation and speed.



As games go, it ain't the best. Whether it's worth whittling away your pennies for just about an hour or so, is entirely up to you. I suppose if you liked the film, you may enjoy this too.

X-RATING: XX

Gameplay: 6/20
Lastability: 6/20
Presentation: 12/20

Sarakon IBM PC

First Reviewed: Issue 17
Software House: Virgin
Development Team: Starbyte Software
Graphic Design: Khartomb

Jon, a classic game of strategy, based on the ancient Chinese game of Mah, is now available on the PC.



The graphics on VGA aren't any worse than the Amiga and ST versions and the backdrop actually has more colour in it. However, sounds are best left unmentioned.

Getting rid of the stones is furiously addictive and easy to get to grips with. Simply match up the stone with a similar face and click on it. As long as nothing is in the way along the imaginary line, things should be humky dory.



If you ever have an angst ridden hour to while away, then Sarakon is a pretty good game.

X-RATING: XXXX

Gameplay: 13/20
Lastability: 15/20
Presentation: 12/20

Armalyte Atari ST

First Reviewed: Issue 16
Software House: Thalamus
Development Team: Arc Developments
Programmer: Derrick Owens

A shoot'em all, blast'em all, hell bound game as you shoot your way through five stages of the nastiest of nasties, in a bid to save mother earth.



The ST version is a poor relation to that of the Amiga, which had its problems. The music is stilted, the slight delay of the joystick is a pain, and the full picture doesn't fit on screen.



You wonder what lies below, but by the time you get around to popping down, you're star pulp.

Graphically it isn't brilliant, but the scrolling is good enough and the dubious collision check actually improves it. Unless you're the ultimate shoot'em-up fiend, leave a wide berth.

X-RATING: XX

Gameplay: 7/20
Lastability: 11/20
Presentation: 12/20

Shadow of the Beast 2 Atari ST

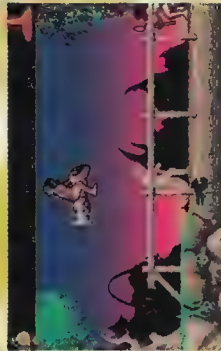
Software House: Psygnosis
Programmer: Donovan, Javon Prince

Appearing many moons after the excellent Amiga version, Shadow of the Beast 2 emerges as a pale comparison. Now that the Beast Lord has returned, can the Neanderthal hero save the kidnapped child?



The game is graphically and sonically impressive, but it falls, like the first one did, due to poor playability.

The challenge is immensely tough, as anyone who has played the Amiga version will know. It should offer hours of infuriating fun while trying to punch your way that little bit further.



To put it simply, Shadow of the Beast is a visually impressive beat'em-up which sadly falls short on account of the gameplay being overlooked.

X-RATING: XXXX

Gameplay: 8/20
Lastability: 11/20
Presentation: 14/20



It may come as something of a surprise to discover that a team barely one year old is developing four big Christmas games for three of the country's leading software houses. Harrogate-based Twilight is the driving force behind Ocean's WWF, Gremlin's video Kid and US Gold's Mega Twins and Bonanza Brothers.

Nick Clarkson ventured to the North Yorkshire spa-town of Harrogate, to discover just what is the secret of Twilight's success. There he met up with the Twilight team and, in particular, one of its directors, Pete Tattersall.

Twilight was built up on nothing more than hard work. The team now consists of 12 programmers, graphic artists and the like. However, as Pete Tattersall was quick to point out, things weren't always that easy.

The original nucleus of programmers was employed by another unmentionable software house. However, one day things got so bad that everyone walked out. Twilight was formed from the remnants.

OPEN ALL HOURS

With little more than wits and skills to show for itself, the team decided to go it alone. The early days proved to be



Enter the twilight zone

the greatest struggle. Pete recalled trudging down to Dixons to buy the first computer, a basic PC that was time-shared by two programmers; one doing the daytime shift, the other the night shift.

He went on to add that things were so dire in the beginning that the team didn't even know where the rent for the offices was coming from. Fond memories maybe, but when there had to be a whip-round just to buy a stamp, things must have been bad.

Only by knuckling down and producing code could it ever hope to fulfil its dream of being a major programming force. Pete recollected the early days when the team wrote budget games to make money. It was never its main ambition but it did produce earnings, and quickly.

So little by little Twilight grew, buying new pieces of



Mega Twins features five action-packed levels through which the twins must fight for all that is just and right. Here we see the boys attempting the aquatic level

kit as time went along. The team now boasts an impressive array of machines – all paid for!

The two US Gold titles, Mega Twins and the Bonanza Brothers, were originally arcade coin-ops. I wondered how difficult Twilight had found converting the games onto the ST and Amiga. When a licence is offered the support from the coin-op manufacturers is usually a case of all or nothing.

COIN-OP VERSIONS

This turned out to be the case with Mega Twins. The programmer started from scratch, the graphics taken from a very poor quality video. Eventually Twilight managed to get its hands on one of the arcade boards, but what you see on the screen is all hand-drawn.

There was a similar kind of story with Bonanza



Armed with little more than their swords the Mega Twins must put paid to all-manner of curious creatures



Modesty forbids us from naming all 12 members of the Twilight team, safe to say that they let their code do the talking

Brothers. All the work had to be done from video because the actual arcade machine is disk based and acquiring one isn't easy.

Video Kid is an original product. Apparently Stu, the programmer, wanted to write a shoot'em-up. However, Pete is doing the

graphics and he decided he wanted a cute-style game. The nett result is what's been hailed as a cute'em-up.

The team took the game to a number of different software houses before setting up a deal with Gremlin. Twilight has a free reign on the game's development and several parties who've seen it have likened it to a Mega Drive game. Pete confirmed that if the title does well on the ST and Amiga it will be converted onto the consoles.

PC DEVELOPMENT

Writing code for games can be a slow and painful affair. With four major games on the go I



quized Pete as to how they managed. Like so many other teams, Twilight has a PC-based system.

Using a program known as Snasm, all code is written and compiled on the PC. The system is very flexible and the 68000 code is easily tweaked to change it from Amiga to ST.

A PDS system is used for all 8-bit games and graphic artists use commercially available art packages such as OCP and Deluxe Paint. Games such as Video Kid have a mapped background. Twilight did use another programming team's map editor.

However, the system proved to be somewhat limited and Pete called in a local team to produce a more flexible program.

The end result is a systematic programming approach which looks set to produce some of the biggest hits this Christmas.

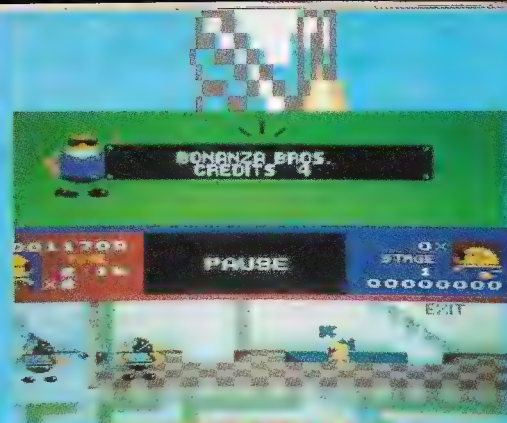
To sum up, Twilight looks set to become one of the leading programming teams in the country. If its knowledge and enthusiasm is anything to go by, we should be seeing its work for a long, long time to come.



Video Kid is an original concept game that will be released under the Gremlin banner. The game itself incorporates the best of shoot'em-up gameplay with classic cute graphics which all combine to make the world's first cute'em-up



The end-of-levels are inhabited by huge guardian-type monsters. Here we see the rock creature at the end of the first level. Watch out for his swirling arms, one hit and you're history, buddy!



BONANZA BROS - SEGA
The Bonanza Brothers features the zany antics of two reformed burglars. Robo and Robo have been hired by a mysterious stranger to test out various security systems. The dynamic duo must search the buildings, picking up vital items as they go.

Featuring split-screen, simultaneous two-player action, the adventures of the Bonanza Brothers are a must for any arcade freak. US Gold is planning to unleash the brothers sometime in November.



MEGA TWINS - CAPCOM
The autumn will see the release of US Gold's Mega Twins. Converted from the highly-playable Capcom coin-op, the game sees two players assuming the roles of the Mega Twins.

In a mission to return their lands back to their former glories, the twins must battle against all manner of zany creatures in all manner of weird worlds.



VIDEO KID - ORIGINAL CONCEPT
Become the Video Kid. While mum and dad are out you suddenly get drawn into the video recorder. Quickly realising your parents will be home at any minute you begin your battle for freedom.

The adventures of the Video Kid will see you travelling through several different scenarios, zapping any nasties in your wake. Video Kid will appear under the Gremlin banner in December.

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Greetings! At last you're sending in loads of original tips. Great stuff. A game or a T-shirt will go to the best cheats received each week. Send 'em to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

BUGS BUNNY - NINTENDO GAME BOY

Cameron Rhone from Tunbridge Wells in Kent has kindly sent us in a bunch of Bugs Bunny codes. He actually sent us all of them up to level 80 but rather than bunging 'em all in, here are just a few to whet your taste buds.

Level 20 - ZTPZ Level 50 - 2TWX
Level 30 - WYCZ Level 60 - YTKX
Level 40 - TX9W Level 70 - SHE2
Level 80 - XHO2

ALEX KIDD IN MIRACLE WORLD

- SEGA



You can continue your adventure after any fatal accident by pressing, eight times, UP and button two simultaneously. This will provide you with a

handy continue, but you must have at least 4,000 points for the cheat to function. I'm sure this minor detail will present no problem to you!

TERRAMEX - FOURTH DIMENSION



Wow! Some more Archie games have been finding their way through to the office this week. This time thanks to Mark Stephenson from Alnwick, Northold.

On Terramex the level codes are as follows:

Level 3 - MIRADOR Level 5 - ISENGARD
Level 7 - KRYNN

ATOMINO - PSYGNOSIS

Anyone having trouble with this little brain teaser? Really? There's a surprise! Well, thanks to Mr Dutton on ST Action, here are the level codes to access each section of 10 levels.

SECTION 10: ACID SECTION 60: ELIXIR
SECTION 20: ARROW SECTION 70: BONE
SECTION 30: EMISSION SECTION 80: WOOD
SECTION 40: LAVA SECTION 90: FOUNTAIN
SECTION 50: CAVE SECTION 100: GETWISE

ARMALYTE - THALAMUS



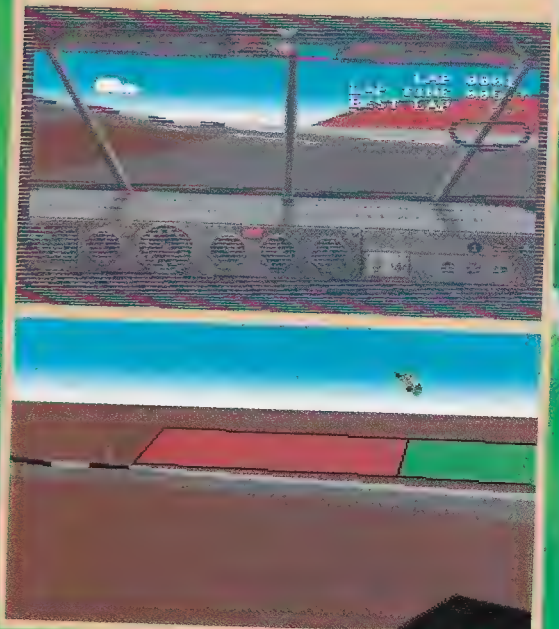
Armylte is proving to be quite a difficult challenge to all you budding shoot'em-up nut jobs. However, Mr Adrian Walker from Eaton Socon near Bedford tells me that pausing the game and typing in DELTA 3 will give you a lovely anti-sprite detection cheat! Beware though! Although you can now fly through everything you can still crash into the weapon pods.



DAYS OF THUNDER - MINDSCAPE



Enter the qualifying round as normal, then pause the game and type in COMEFLYWITHME. The screen will flash and when you unpause the game, pulling back on the joystick will result in the car taking off! Using the external views you will see some pretty spectacular sights!



LEMMINGS - PSYGNOSIS



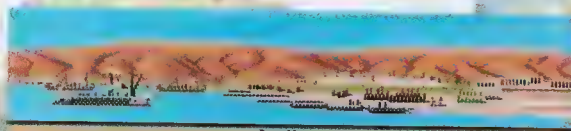
Ok, that's it, so many people have sent in bloomin' Lemmings' codes that I've well and truly had enough. Here are all the codes for the Mayhem level, so STOP SENDING THEM IN!

Level 1 - NJMFLGALHM	Level 11 - LDMGAJNFIV	Level 21 - MGANNMDPIU
Level 2 - JMFLGINMHV	Level 12 - DMGIJNLGIO	Level 22 - GINNNDMQIN
Level 3 - MFLGAJNNHO	Level 13 - MGANNLDHIL	Level 23 - GAJJLFMBJQ
Level 4 - FLGIJNMOHX	Level 14 - GINNLDMIU	Level 24 - IJJLFMGCJJ
Level 5 - LGANNMFPHU	Level 15 - NIMDNGELGO	Level 25 - NJLFMGADJW
Level 6 - GINNMFLQHN	Level 16 - IJJMDMGKIP	Level 26 - JLFMGINEJP
Level 7 - GAJJLDMBIN	Level 17 - NKMDMGALIM	Level 27 - LFMGAJNFJY
Level 8 - IJJLDMGCIW	Level 18 - JMDMGINMIV	Level 28 - FMGIJNLGJR
Level 9 - NJLDMGADIT	Level 19 - MDMGAJNNIO	Level 29 - MGANNLFHJO
Level 10 - JLDMGINEIM	Level 20 - DMGIJNMOIX	Level 30 - GINNLFMIJX

They say Rome wasn't built in a day. Well no surprises there. But neither was the world conquered in an evening. You can try though, and with these general tips for global domination, you may just have the grounding to poke the eye of the damnable Hun, scatter Hannibal's elephants and blow kisses to Cleopatra. Centurion is an epic strategy game from Electronic Arts which should appeal to everyone...



LOOKING AFTER THE PROVINCES



Carthago

Hannibal, the leader of Carthago, offers a greeting:

"Rome desires only peace between our great nations."

"We seek to negotiate with you."

Go to War
Withdraw

Diplomacy is the best policy. Before invading a country, always lie through your teeth. Against tough countries wear a smile and be either friendly or diplomatic, they may just accept an allegiance. But with wimpy provinces, a good way of grabbing their attention is a basic 'submit or die' communique. They should either bottle it or go to war - don't leave them in peace, pulp them



ROME

The people are Content

Status: Colony
Tribute: 8
Manpower: 525
Courage: Fierce
Rank: Proconsul
Talents: 8
Senator level

Exempt all provinces
Tolerable Tribute
Irritating Tribute
Oppressive Tribute
Continue

Tribute policy is a vital factor to keep an eye on. You need the taxes, but you want to keep everyone sweet. Keep the taxes low and only raise them when you need extra capital. If certain provinces are close to rebellion, you can raise the tribute policy generally, but exempt that particular area. To finally become Caesar, you have got to run the empire efficiently and keep everyone content, or at least reasonably satisfied



Aegyptus

You plunder the province for 200 talents. The natives are upset.

Legions
Tribute
Hold Games
Build Fleet
See Province List
Continue

Manpower: 400
Courage: Good
Rank: Proconsul
Talents: 8
Senator level

Upsetting the natives in Aegyptus. Plundering a country may be necessary to raise some urgently required talents, especially a wealthy province like Egypt, but be warned. Rome frowns on abusing a country's wealth, and it may hit hard at a possible promotion. Avoid this drastic measure if at all possible, but if you must, plunder at a time when your social standing as risen, this can't then be taken away from you



Bad mismanagement of the provinces leads to the early fall of Rome and, obviously, game over. Try to respect the countries under your patronage by not taking too much in taxes, manpower or wealth. Also adjust your actions frequently and be kind to them once in a while, especially when they become restless

A DAY AT THE RACES

Cheating and skulduggery. You can bribe the riders in the chariot race, call a physician to help your horses or actually invoke a God's assistance. Take these gimmicks with a pinch of salt, they are expensive and you still rely on basic chariot control. The only useful one is bribery, and this isn't reliable

You send an emissary to the Temple of the Vestal Virgins where a squinty-eyed attendant promises the gods' favor in return for a small donation of 50 talents.

Bribe Opp
Hire Phys
Done

Talents: 230

The trick to driving a chariot is to not use excessive force. Keep up with the pace setters, but try to keep level only for short periods. Slow down by more than half around corners. If others overtake, save your charioteer as too much strain will drag you off. A respectable second gains much more credit than failing to finish



THROWN TO THE LIONS IN THE ARENA



Selecting gladiators to fight is an easy process. Just aim and choose. But keep to existing champions, those who have fought for you before. You can then pick their level of training, from slave to master.

If you want an easy victory, choose a master and pick away at the opponent. If you want more of a challenge select a slave – they are slower, but you should gain more credit if they succeed



Gladiator battles are rather slow and cumbersome, but a combination of a high thrust followed by a low one – this is then repeated – finishes off even the most accomplished gladiator. However, the final decision is the trickiest part.

When coming to a verdict, consider the number of blows your opponent landed on you – more than three and he probably deserves to live, less and it's thumbs down

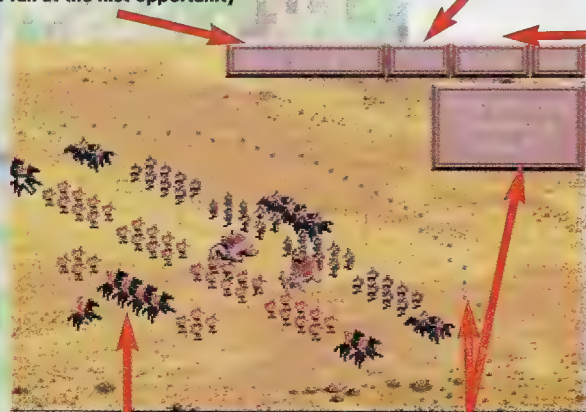


The select part allows you to choose and to check up on individual units, necessary for the correct use of their abilities – there is no point in choosing a cohort for a melee if they are going to run at the first opportunity

Melee selection is useful for an all out riot by your troops – not very Roman but, if used correctly, a devastating method of attack

THE CLASH OF ARMS

Avoid fleeing. If you're losing badly, most of your unit will run anyway, so go for broke and battle it out. If you do flee, you'll probably lose more men through an attack from the rear

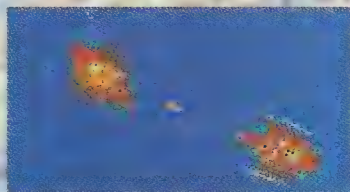


A top-notch consular army is more than a match for anyone, and here, you are taking on the might of Hannibal, elephants and all.

A disciplined, balanced formation, followed by a static, 'stand off' order will usually see off the more undisciplined rabble, who can't understand why you aren't attacking

The circle around the battlerfield is the Roman general's sphere of influence. Within this, he can control each unit individually.

This is very useful and if you see some of your units lying idle, order them to melee



Sea Battles. The time to build your boats is when you are loaded with cash. You need more than 30 vessels to get going with any real force.

Send out a legion, or at least part of one, and then you should stand a decent chance of destroying a fleet. Also, a larger fleet holds more men to attack any of the island provinces.

It is quite easy to destroy the enemy flagship, but if your fleet is small and has few men aboard, you'll lose the battle and your entire fleet

HEADS OF STATE

Here are the leaders of the major countries. If you want rapid promotion and accolade, these are the people and countries to take over. They are the most difficult to beat, but should you succeed, you will get all the acclaim and as a result, rapid promotion



Vercingetorix from Gaul



Cleopatra from Aegyptus



Hannibal from Cathago



Darius the Great from Parthia



Phillip of Macedon from Macedonia



When most of the known world is covered with a blue halo, then the game is nearly in your hands. At this stage, only three islands remain unconquered, but don't become complacent. Keep an eye on each province, and keep troublesome ones happy with games, a tax free year or whatever you feel is necessary to keep their anger in check. Barbarians from the north can still appear, so keep your legions well spread to crush any uprisings or attacks

COMPLETING THE GAME

Once you have taken over all the available countries, all you need do is keep the populations pleased. Low taxes, or none at all, and sponsored shows for the natives should soon result in you being hailed as Caesar, and your name will go down in history as a great ruler and warrior

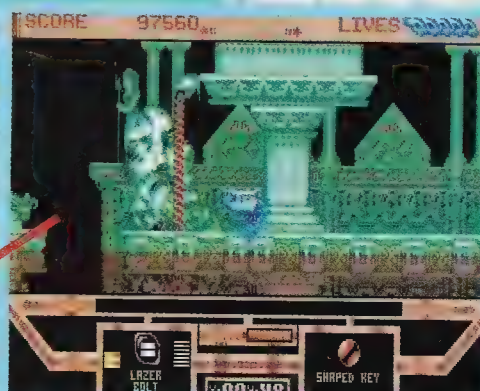
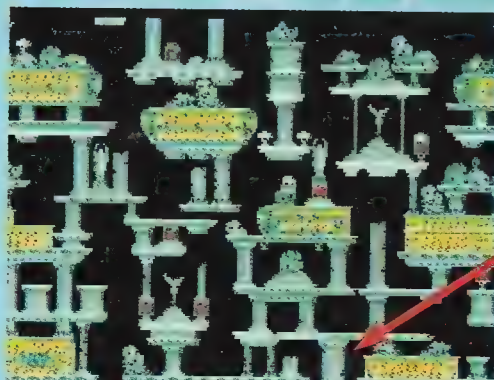
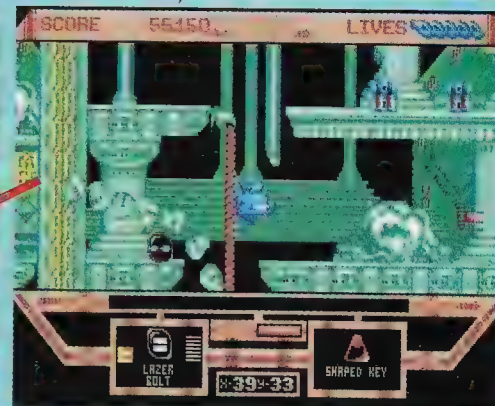
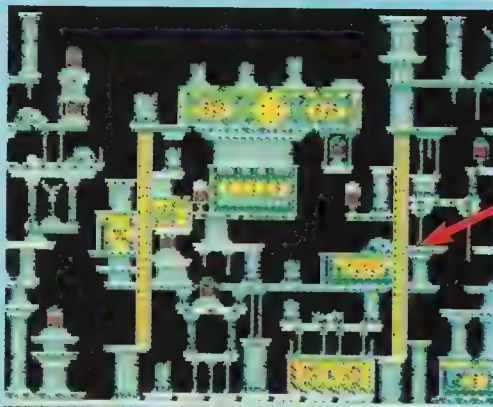
KILLING GAME SHOW PART 2



After dear ol' Bri kindly whipped up a nice little guide for the first four levels of Killing Game Show, he has now left the hard bit to me. Thanks mate, I owe you one. So, here we have the maps and difficult areas of levels 5.1 through to 8.2. All the maps were gained using the in-game screens so they should be pretty darned accurate!

LEVEL 5.1

Punching switches and getting keys are your main priorities on this level. The first obstacle involves knocking a switch, warping, knocking the next switch, warping back again, hitting the switch and so on until the first ladder falls to a position where you can climb it. Try to be methodical in your progress and by the time you get half-way up to the exit you'll find that keys are very close to warp pads

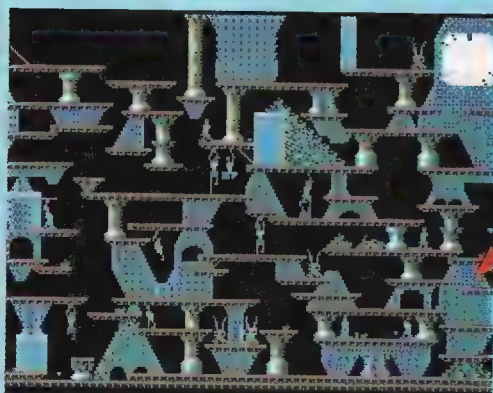
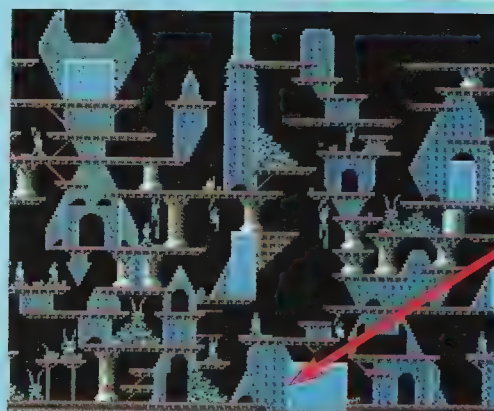


LEVEL 5.2

It's actually possible to get well and truly trapped on this level, so be methodical with your use of switches to produce the ladders. You can only ever climb the exposed side of a ladder so don't get stuck! As with level 5.1, remember where the warps lead and you shouldn't encounter too many problems. Don't forget the levels wrap around, it can be disorientating!

LEVEL 6.1

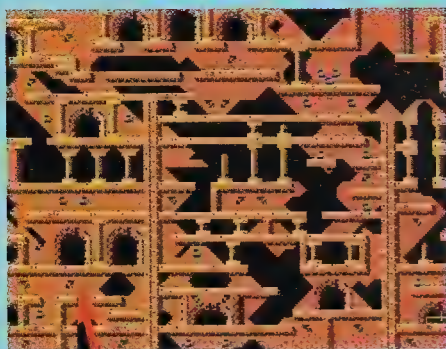
The Rambo skeleton will quite happily blow a hole in you with an Uzi if you forget to pick up the correct keys. They appear from black areas in the platforms so watch out! Take each key in order and you shouldn't have too much bother. Your only problem will be losing track of where the next keyhole is, so keep a mental record! As before, being methodical is of paramount importance



LEVEL 6.2

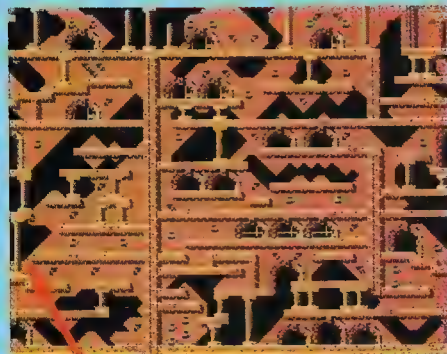
What applied in the previous level counts even more here! Stay away from the black areas of the platforms unless you've just opened a door! Always go for the keyhole nearest to you, even if there are two together. Also, you have the added problem of collecting the smiley faces on this level. They're liberally dotted around and are usually very close to Rambo!

LEVEL 7.1



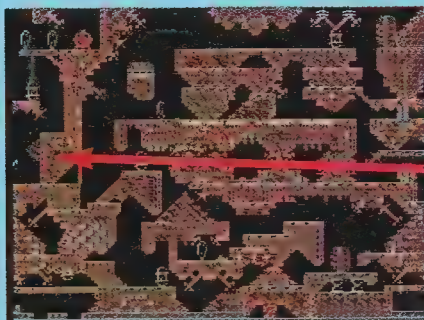
You can't jump on this level at all! Never fear though, there are numerous lifts and warps to move you around so you'll be OK. This level is much easier than the past few you've been through, it merely involves taking the keys to the keyholes in order and making your way to the exit at the top. Move around quickly and don't double back! Your only problem is the rising water! It's a cinch – a spot of light relief!

LEVEL 7.2

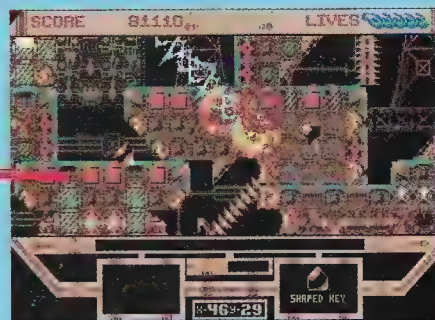


As with the previous bit, you can't jump again so it's time for a ride on a lift! You'll have more problems here as there are some switches to mess around with. When you reach these stairs, hit every single switch as you move down and it should remove the obstacle that blocks your path at the bottom. Unlike other levels you don't have to work out combinations, it's as simple as that. Easy transport also comes in the form of the teleports – learn their positions and where they will lead you

LEVEL 8.1



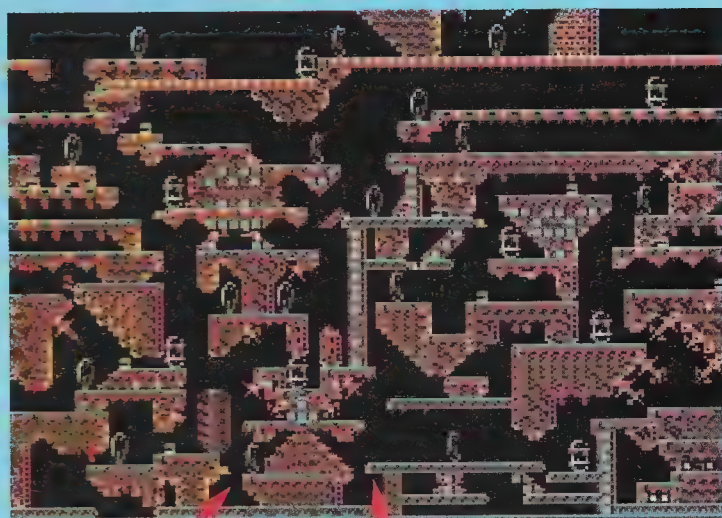
Nearly there now! You can jump again now so you've got a spot more freedom. As with level five, trying to progress too quickly will get you zapped by enormous laser guns. Watch out for the ceiling mounted guns with sparks flying off



them, if you see one don't go near it until you've opened up the door nearby! The level is very large, but once you've mastered the basic tactics it should be quite easy. Treat the level in sections opening each door in order

LEVEL 8.2

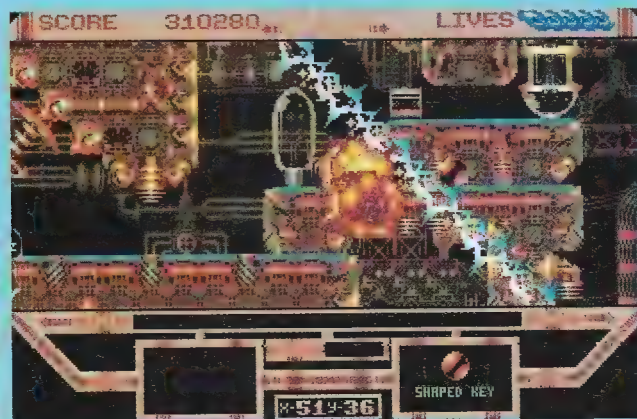
I hate this level! There are so many switches to play around with! Different buttons will activate ladders, sections of wall as well as electrical fences and disappearing platforms. The only way to get used to it is to memorise bits – I can help you with some though



Don't hit this top switch until you've used the first triangular key on the far right. Move back, hit the switch and return to climb the wall. By the triangle there is another switch – don't press it as this will cause an electric fence to appear further up on the left hand side



The first two switches you see are just to the right of where you start. The bottom switch, when hit, will activate the bridge across the water. The top will activate a wall over on the far left. Don't lose track of which are hit or you'll end up well and truly stuck!



As with most of the other levels beyond level five, progressing too quickly will get you shot. Be methodical and stop to think about the switches. What was said earlier about sparking guns applies here as well! Having mastered the basic tactics at the bottom few platforms of the level you should be armed with the knowledge to reach the exit up at the top. Be methodical and treat the level in sections

Games-X brings you the full price and budget software

G A L L E R Y U A P C

The cutesy cutesy kiwi is back. Storming to the top spot of the budget charts is the cuddly **New Zealand Story**. An old favourite, it'll no doubt raise a few more smiles. In fact the budget chart has seen another new face in the guise of **Cabal** but it doesn't have the gall to overtake the stalwart **Bubble Bobble**.

Flight of the Intruder has invaded the ST charts towards third position. There ain't no surprises there, once a stonking good flight simulator appears it usually clings on in there and this one deserves to stay. What with that, **Flames of Freedom**, **Armour-Geddon** and **F15**, there are quite a few strategically-minded ST users out there.



The Amiga charts are showing their usual 'yawn' nature near the top spots but things are hotting up down below. Accolade's **Test Drive 2** collection is the

new entry, whilst it's hello again to them darned green slimy things, as well as **Superleague** and **Life and Death**. Where have you been? We missed you so...

What the dickens is going on in the Amstrad charts? Not one, not two but four new entries! What's the crack? Is my watch wrong or is it September?

Darkman, the deformed hero of last year's movie and this year's game has made a startling appearance, revealing his face at number eight on the spectrum charts. **Darkman** has one big concrete chip on his shoulder (which I suppose is reasonable) and it looks likes he's set to wreak revenge on those who ruined his face – and the Spectrum charts.

More cuddly creatures in the form of the **Rainbow**

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
3	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
4	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
5	▼	EYE OF THE BEHOLDER House: US GOLD Team: SSI
6	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
7	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL
8	★	EUROPEAN SUPERLEAGUE House: CDS Team: IN HOUSE
9	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
10	★	TEST DRIVE 2: COLLECTION House: ELECTRONIC ARTS Team: ACCOLADE

1	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
3	★	FLIGHT OF THE INTRUDER House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
4	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
5	▼	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
6	★	ARMOUR GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
7	◆	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
8	▼	GODS House: RENEGADE Team: BITMAP BROTHERS
9	▼	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
10	★	LIFE AND DEATH House: MINDSCAPE Team: SIMON J BEAL

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
3	▲	HEROQUEST House: GREMLIN Team: 221B
4	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
5	▼	CREATURES House: THALAMUS Team: APEX BROTHERS
6	▲	SUPREMACY House: VIRGIN Team: PROBE
7	▼	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
8	★	NORTH AND SOUTH House: INFOGRAMS Team: IN HOUSE
9	◆	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
10	★	FISTS OF FURY 2 House: VIRGIN Team: VARIOUS

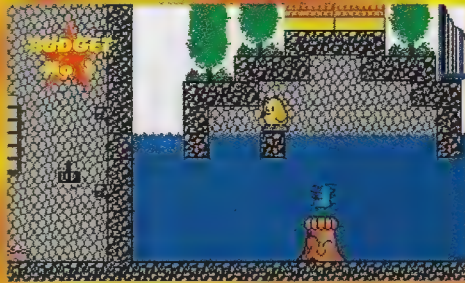
1	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
2	◆	HEROQUEST House: GREMLIN Team: 221B
3	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
4	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
5	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	★	GOLDEN AXE House: VIRGIN Team: PROBE
7	◆	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
8	★	DARKMAN House: OCEAN Team: IN HOUSE
9	★	EUROPEAN SUPERLEAGUE House: CDS Team: IN HOUSE
10	★	MONTY PYTHON House: VIRGIN Team: CORE DESIGN

are charts exclusively from Gallup

H A R T S



collection have invaded the Commodore charts as well. Arrgh! I can't cope. All these cheerful games are getting me down, pass me an aspirin. Thankfully,



there is also a beat'em up – Fists of Fury 2 – re-entering at number 10 in the charts, so I won't blubber out 'Bibble!' too often. Or will I? The saga continues...

TEAM TALK

Mega lo Mania mania has hit the office! Scoop has spent a great deal of time



playing it when he should be working and I had to kick Hugh off my Amiga to write this. Sounds like this is a goodie, so look out for a review coming up soon.

Meanwhile Cruise for a Corpse also has people awe-struck. With its excellent graphics and absorbing gameplay it looks as though it may be better than Monkey Island! (Not a chance! – Bri)

Pam's gone on holiday to Greece and while she's away Scoop thinks we should all have a week off. (Not if I can help it! – Ed) Someone told him we still have to get a magazine ready for you lot so I don't think we will!



1	▲	HEROQUEST House: GREMLIN Team: SSI B
2	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
3	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
5	★	OBLITERATOR House: PSYGNOSIS Team: IN HOUSE
6	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
7	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
8	★	COIN OP HITS 2 House: US GOLD Team: VARIOUS
9	★	DRAGON BREED House: ACTVISION Team: ARC DEVELOPMENT
10	★	FUN SCHOOL 3 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE

1	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	▲	DAILY DOUBLE House: CDS Team: IN HOUSE
3	★	SPIRIT OF EXCALIBUR House: VIRGIN Team: IN HOUSE
4	▼	LINKS House: US GOLD Team: SSI
5	▲	CASTLES House: ELECTRONIC ARTS Team: INTERPLAY
6	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
7	★	SIM EARTH House: OCEAN Team: MAXIS
8	▼	COLOSSUS CHESS X House: CDS Team: IN HOUSE
9	★	ZORK 3 House: INFOCOM Team: IN HOUSE
10	★	GAUNTLET 3 House: US GOLD Team: SOFTWARE CREATIONS

1	★	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▼	SHINOBI House: MASTERTRONIC Team: BINARY DESIGN
3	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
4	★	CABAL House: HIT SQUAD Team: SPECIAL FX
5	▼	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
6	▼	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
7	▲	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
8	▼	QUATTRO CARTOON House: CODEMASTERS Team: VARIOUS
9	▼	THE UNTOUCHABLES House: HIT SQUAD Team: SPECIAL FX
10	◆	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
11	★	PAPERBOY House: ENCORE Team: NEIL BATE
12	★	FOOTBALLER OF THE YEAR 2 House: GBH Team: IN HOUSE
13	▼	TREASURE ISLAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
14	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
15	★	RED HEAT House: HIT SQUAD Team: IN HOUSE

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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IMPORTANT NOTICE TO THE PUBLIC

It is with regret that the Consumer Side of the European Computer Entertainment Show at Earl's Court 6th - 8th September

HAS NOW BEEN CANCELLED.

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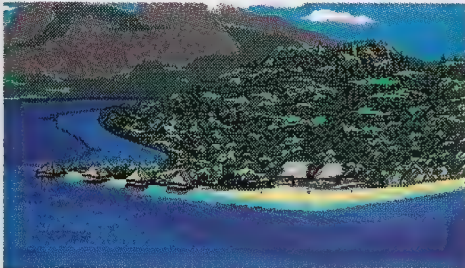
COOL AS ICE

Could you please help me? I'm stuck on Codename: Iceman and I've tried everything.

It's the part when I call up General Braxton on the phone. When he answers I do not know what to say. Please could you tell me what to type in so I can get on with the game.

Eamon McEntee, Shannon.

Aunty X: A little laddie from the land of the Leprechauns! How are you, lovey? Anyway, back to business and on with Iceman. Having dialled the General's number that you got from your little black book, you should be put through to Braxton himself. If



General Braxton will ask you to embark on the tough naval mission almost immediately, so use the island's dial-a-cab water taxi service and get ready to leave

you haven't properly completed the first section of the game he won't answer. He will inform you that you must immediately depart on a top secret mission. Once he's hung up, dial the number for the taxi service (found on the hotel reception wall) and get ready to leave.

SOLVING SONIC

Please help me as I am well and truly stuck. My problem is with the excellent Sonic the Hedgehog on the Mega Drive. I have managed to defeat the first three guardians, but I cannot beat the fourth Robotnik.

What do I do with the see-saws and how do I damage the Doctor?
Simon Taylor, Chingford.

Aunty X: Sonic the Hedgehog is a good game, I agree with you there deary, but 'him indoors' didn't find it as difficult as you did. Like you, he stormed through the first three levels but the fourth did pose a bit of a problem.

What you have to do is use the see-saws to your advantage. When Robotnik flies overhead and drops the spiked ball, jump on the opposite side of the plank to launch it into the air. You should be able to injure Robotnik in this way and hopefully kill him.

BURNT OUT FUSE

Please could you help me on Monkey Island. I can get onto the second part (the journey) and I know how you must have the recipe but no matter how hard I try I cannot make it.

First of all I pop in the cinnamon sticks, then the Jolly Roger, next the chicken followed by the ink, the wine and the breath mints. After this is the paper and finally I add the gunpowder. Finally you are supposed to fire yourself out of the cannon, but it doesn't work. Please help me.
David Robert Shield, Bromley.

Aunty X: Oh no deary, we have got mixed up, haven't we? What you are doing wrong, my little honey-bee, is overlooking one teensy-weensy little thing.

You may have already made the recipe and are waiting eagerly in the cannon, but you need some thing to light the fuse, you silly-billy.



Mrs X

Hello duckies, and welcome back to Aunty's Agony Answer page. For those of you who haven't read my replies before, I will try to help any unwary gamers with their problems, be they domestic or personal. All you have to do to get help is write to me, and I can guarantee your answer will not be in total confidence. But that's life, and the address to write to is The Family X, Games X, Europa House, Adlington Park, Macclesfield SK10 4NP.



You need to find a fuse to light the cannon before you leap inside. Try the rope and then light it. Rub two sticks together but failing that, pick up the burning mass from the fire in the kitchen

You must search the ship and find the rope. When you have done this, walk into the kitchen and collect the flaming mass from the fire. Next, run back to the cannon and pop the rope into the hole at the back. Light your newly-found fuse with the burning mass and leap inside the cannon before it blows.

LOST AND FOUND

Please, please, please help a man in distress and on the verge of a nervous breakdown. I am at this very moment working my way through the game Leisure Suit Larry 2, but now I'm well and truly stuck!

I have only the bikini bottoms which I found on the rocks at the nudist beach and I can't find the bikini top. I have been looking for the bikini top for five weeks.
Desperate Jeff, Slough.

Aunty X: Last week we had a young lad asking how to increase his bust, and now we have another wishing to know the whereabouts of his bikini top! Which means he must be topless! Disgusting!

Anyway, the solution to your problem is simple, but I'm afraid you won't like it. You are going to have to load



Larry maybe looking for love on the nudist beach, but instead he only finds a pair of used bikini bottoms. Now all he must do is find the matching top

up a save game when you are on the boat. You must then jump into the pool and type 'swim'. Larry will start paddling around the pool. Next enter 'dive' and he'll kick his legs and go under.

You now have a few moments to swim to the bottom and pick up the missing half of the bikini.

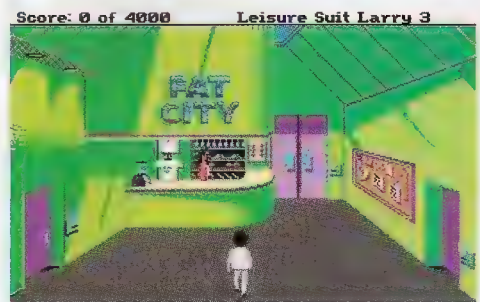
LE CHATEAU '42

Please could you help me with a few questions on Sierra's Leisure Suit Larry 3. First off, what do I do after giving Patti a quick Lei and the divorce papers?

I have read the back of the Fat City card to find my locker number, but how can I find the combination? Finally, how do you switch roles from Larry to Patti?
Steven Hutchins, Essex.

Aunty X: Well hello and welcome to you, my love. It seems we have two people stuck with that dirty-minded rapsallion, Larry, but I'm sure I can lead you back onto the straight and narrow.

In answer to your first question, Patti will not date a man who's physically unfit, so you must burn off your lard at Fat City. You must also get a tan on the beach and find a bottle of wine (try the Comedy Hut).



Build up your pectorals before you confront Patti, and makes sure you've been sunbathing. Once you done this, she likes to receive gifts on her first date, but sadly this gift isn't you

As for finding out the locker combination, you've skipped past the solution. If you examine the back of the card it not only mentions the locker number but it also states three names. Each of the names can be found in the Nontoonyt Tonight manual, and the combination is the three page numbers on which their adverts are placed.

Finally, you will change from Larry to Patti half-way through the game, so you cannot change at will.

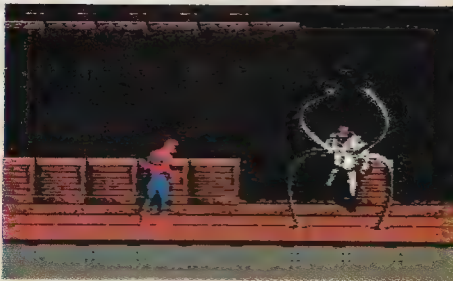
CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: SPIDERMAN
MACHINE: MEGA DRIVE
PRICE: £39.99
SUPPLIER: VIRGIN/SEGA

Spiderman, aka Peter Parker, has to face his toughest challenge yet.

The evil arch criminal King Pin intends to destroy New York city and has formulated a virtually foolproof plan. A



time bomb begins to tick and less than 24 hours remain. Furthermore, the crafty old devil has layed the blame on Spidey!

Having completed a level, one of the vicious guardians will confront him. The first to appear is Dr Octopus, followed by the Lizard, the Hobgoblin, the Sandman, Electro and finally Venom.

During the game, Spiderman is free to draw on his skills. He can both spin and swing on webs, stick to ceilings and walls and also punch and kick the enemy. Furthermore, he has the option to enter his inventory.

Spiderman is an eight-way scrolling beat'em-up which includes the majority of characters seen in the popular comic book series.

The controls work well, although it may take some time



to find out how to execute all the moves. The graphics are OK, the same can be applied to the sound. A playable game but quite expensive at just under £40.00.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 13/20
Presentation: 14/20

You lucky, lucky people! For all dedicated console owners we have a selection of Console Concepts' carrying cases to give away. Furthermore, we have in-depth reviews on EA Hockey and Outrun. Just read on to find out the low-down.

MEGATRAJX ON THE MEGA DRIVE

Soon to be released on the Mega Drive is a two-player quad-bike racing simulation called Megatraz. Hoping to



recreate the excitement of the real thing, this is a must for dirt-track enthusiasts since it offers virtually everything apart from the mud spray in your face! Pick up next week's issue of Games-X to read the full Console Connexions review.

HINTS & TIPS

NEMESIS - GAME BOY

For a handy way to fully power up your ship at the very beginning of the game, enter this simple cheat. Tap

START to pause the game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START. Now you'll have two options, shields and missiles. As mentioned last week, Console Concepts

are giving away a selection of console carrying cases. We have a Famicom case, a Mega Drive holdall, cases for both the Lynx and the Game Gear, one for the PC Engine GT and a single bag for the Game Boy.

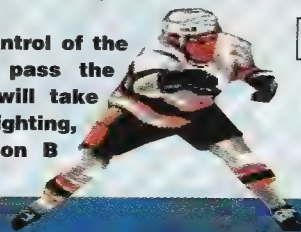


GAME: EA HOCKEY
MACHINE: MEGA DRIVE
PRICE: £39.99
SUPPLIER: ELECTRONIC ARTS

EA Hockey is the latest sports simulation from the team who brought you John Madden American Football, Park Place Productions.

Whereas the action during John Madden was constantly interrupted whenever a player was 'sacked', EA Hockey goes one better by maintaining a fast and furious pace throughout the match.

Once you have control of the play, button B will pass the puck and button C will take the shot. When fighting, button A holds, button B



attacks the other player, and C will attempt to block the opponent.

A single player home or away option is possible, along with a two-player head-to-head or two-player team mates.

Hockey has full statistics for each of the 22 international teams featured. They all have both strong and weak points, thus making it possible to set the difficulty of a match.

Here, we have probably the best Mega Drive game I've seen in a long while. Offering endless hours of addictive fun it is, in my opinion, more playable and less complex than the excellent John Madden.

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 17/20
Presentation: 16/20

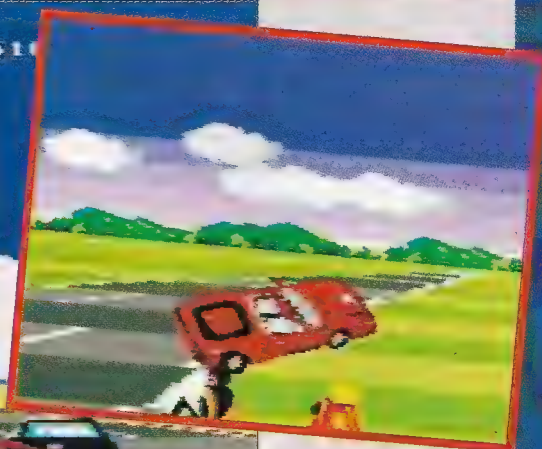
GAME: OUTRUN
MACHINE: MEGA DRIVE
PRICE: £35.00
SUPPLIER: CONSOLE
CONCEPTS

Outrun is probably the biggest coin-op of all time, and just when you thought you'd never see another version of the generally poor conversions, Sega churns out two, one for the Mega Drive and one for their portable Game Gear.

The hydraulic version was by far the most popular in the arcades and now you can experience the thrills and spills of high-speed road racing in the comfort of your own armchair.

The game is set over five stages and includes some hostile weather conditions. Snowy wastelands, desert plains and all sorts of other bleak backgrounds appear as your journey progresses. However, most of these conditions do not affect your car.

The D-pad controls the steering of your car, as well as nudging down to change from high to low gear or vice-versa. A and C push down on the accelerator, button B applies the brake.



The Mega Drive version features excellent graphics with a road that scrolls remarkably smoothly.

However, some fairly major glitches suddenly appear on screen, such as huge see-through triangles of road.

I wasn't particularly over-keen on the control system, I found myself changing gear when I wanted to turn a bend.

Although it fails to be the classic it was in the arcades, the Mega Drive version is one of the best I've played.

X-RATING: XXXX
Gameplay: 10/20
Lastability: 9/20
Presentation: 15/20

CARRYING CASE GIVEAWAY

To earn yourself one of these, simply answer the following questions:

- A: What game did the developers of EA Hockey program, before starting on the X-rated Ice Hockey sim?
- B: What is the American version of the Mega Drive called?
- C: Which company makes the PC Engine?



In the event of a tie-break, complete the following in under fifteen words: 'I'd like a pouch to keep my bits in because...'

Don't forget to forward your answers on the back of a postcard to:

Console Connexions, Games-X, Europa House, Adlington, Macclesfield, Cheshire. SK10 4NP. And remember to state which type of case you wish to win.

Thanks to:
Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire. ST5 1QB. Tel: 0782 712759.
Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Nr.Slough, Berkshire. SL3 8YN. Tel: 0753 49442.

GAME: SKWEEK
MACHINE: PC ENGINE
PRICE: £35.00
SUPPLIER: CONSOLE
CONCEPTS

Skweek is a lovable character, fluffy on the outside and warm-hearted inside. Mind you, however cute 'n' cuddly he may be, he still has his enemies, and they're out for his blood.

The slightest contact with any opposing creature will cause our hero to lose one of his lives.

Skweek's basic intent is to paint the town red - well, a subtle shade of pink actually. Achieved by simply running over the tiles, it may sound easy and certainly is on the first levels.

However, after the introduction of numerous hostile creatures, the action starts to hot up.

Obstacles on the floor also make life harder. Arrows bar your way and some blocks crumble if you linger.

If you're lucky enough, it is possible to collect weaponry which shoots out in various directions, thus disabling the threat of a nearby meanie.

Skweek is a playable product in that it is extremely cute and above all, fun to play. The basic gist behind the product is fairly simple and the numerous features make it that bit more exciting.

A little on the monotonous side for my liking, but still fairly addictive.

X-RATING: XXXX
Gameplay: 14/20
Lastability: 12/20
Presentation: 11/20



GAME: DINO LAND
MACHINE: MEGA DRIVE
PRICE: £31.00
SUPPLIER: CONSOLE
CONCEPTS

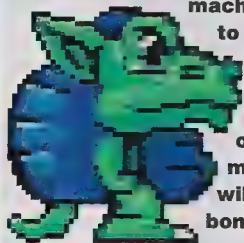
Dino Land is a pinball game with a unique twist. Having filled up the table with flashing lights in the correct order, you must then venture on, pinball in hand, to attack and hopefully defeat a meanie and rescue a beautiful Dino-Princess.

Yup, the infamous end-of-level guardian has even made it into a pinball game!

As the name suggests, Dino Land is set on a pinball table cluttered with little prehistoric creatures. Savage teeth and vicious looks have now been replaced by colourful, cute reptiles.

With enough credits for three balls, button A releases the ball onto the table, button C operates the right-hand flipper and tapping left on the d-pad will move the left flipper. Button B will 'tilt' the table in the direction you're holding.

Dino Land features a massive selection of ways in which to build up points. Included among these is a fruit machine where you have to match three icons to gain extra points.



Flipping the ball into various orifices, a dinosaur's mouth for example, will earn you more bonuses, while lighting



up the word Dino Land merits a special award.

The game includes a number of hidden levels, accessed by placing the ball at a certain point on the table or lighting a specific letter.

I must admit to having enjoyed Dino Land. Although it may only appear to be a basic simulation, it has, nevertheless, one or two oddities that makes it much better than other similar products.

For instance, the guardian boss heralds as a unique idea for this genre of game, and the dinosaur theme that runs throughout is a small but nice touch.

It is expensive and I suggest Dino Land may be best left to pinball fans.



X-RATING: XXX

Gameplay: 12/20
Lastability: 13/20
Presentation: 14/20

GAME: OUTRUN
MACHINE: GAME GEAR
PRICE: £24.00
SUPPLIER: CONSOLE
CONCEPTS

Soon after the official release of Sega's Game Gear comes the official version of Outrun for the small

hand-held, a colourful conversion of the classic hydraulic coin-op.

The race will take you and your girlie along twisting, undulating roads which swerve wildly in either direction. Tunnels darken your view, weather slows progress, the roads widen in the wildness and the cramped city streets make driving conditions even more dangerous.

Obviously the Game Gear version is nowhere near as fast or as impressive as the 16-bit counterpart, but it is still OK.

There are only two lanes on the road, which I found to be quite a disappointment. Another major gripe is the lack of other road users on the same stretch as yourself. To sum up, a somewhat average racing game that fails to show the power of this Sega portable.



X-RATING: XXX

Gameplay: 13/20
Lastability: 10/20
Presentation: 12/20

MEGA DRIVE

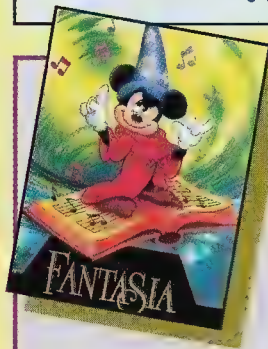
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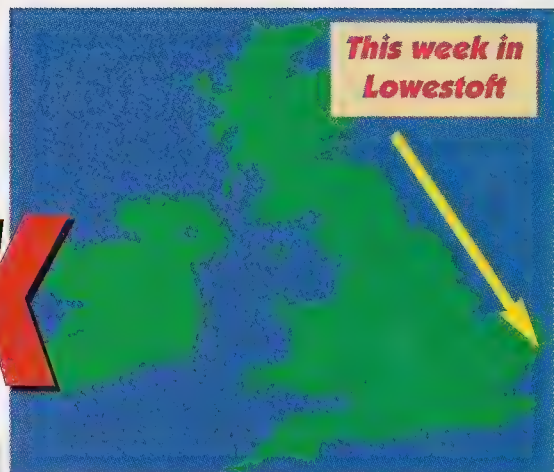
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FAMICOM NEO GEO GAME BOY NINTENDO

This week Street Talk hits the east coast of England. We called in at The Micro Shop in Lowestoft to find out what was happening in that neck of the woods. Is Sonic still topping the bill? Games-X, once again, reveals all...



This week in Lowestoft

STREET TALK

Richard Thorpe (17)

Creatures has to be the best game on my C64. I really like it. The torture screens are very sadistic.

The C64 is a bit dated now, but there are some great games for it and I also use it for artwork. I would love an Amiga, the graphics are so much better.

I like riding my BMX. I ride for the local club, and last year I came twelfth in the country.



Michael Nicole (17)

Sonic the Hedgehog has to be my favourite game, the graphics are really amazing. I also like Revenge of Shinobi.

I use my friend's system, he's got a Megadrive. I would like to get my own but I haven't got a job at the moment.

I collect martial arts videos. My favourite type of martial art is Ti-kwon-do but there is nowhere around here that teaches it.



Martin Stoddart (19)

Although I've got an Atari STE at the moment I think that the Amiga is better. The Atari STE is cheap and there are quite a few games available.

My hobby is playing the guitar. I've been playing for about two or three years and think that William Reid from The Jesus and Mary Chain is the best guitarist around.



John Edwards (7)

I've got a Sega Master System. My favourite games are Alex Kidd and Shinobi.

I really like Pacmania and hope that my mum will buy it for me, with a joystick too. I like going to school and my favourite subject is Maths - I'm quite good at it.



Lee Grant-Everett (13)

Midnight Resistance is my favourite game on the C64. I've completed it - and without the cheat mode!

I would like to see Final Fight for the C64. I liked it a lot in the arcades and it's good on the 16-bit computers.

At the moment I haven't got a Saturday job so all I can buy are budget games, but there are a lot to choose from.

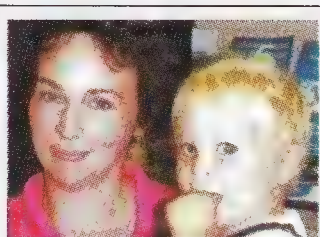


Bo Reilly (20)

The Megadrive is, well, quite mega. I really enjoy playing on it.

I've got 12 games. I like them all, but my favourites have to be Shadow Dancer, Sonic the Hedgehog and Golden Axe.

I can't wait until Golden Axe II comes out - I would really like to play it. It's out in America and Japan but not over here.



Anne Edwards Age (no comment)

For Christmas, I bought a Sega Master System for my son. It was good value for money since we got a Light Phaser and a free game with it.

I bought the Master System for its good clear pictures and graphics. I admit that the games are a bit expensive, but some are worth it.

John Holmes (13)

There are some reasonable games for my CPC 464, and they're cheap as well. I buy a lot of budget games, but I can't afford full price titles.

The last game I bought was Bubble Bobble, which is great because it's got a lot of levels and is hard.

My favourite game at the moment is Shadow Warriors. Every time I play it I get a bit further.



Edward Greenwood (17)

My Amiga is used mainly for playing strategy games on. The capabilities of the Amiga are amazing. The graphics and sound are great.

Warlords is my favourite strategy game. I think it cost me about £25. I also like war strategy type games. They've got simple ideas behind them but are difficult to play and win.

I would like to get hold of Jimmy White's Whirlwind Snooker, it looks very impressive.



SHOP TALK

The ones that sold the most

Tim - The Manager

Our best selling machine here is the Amiga and we've sold a few of the new Cartoon Classic packs too. I personally think it's a good bundle, especially the Bart Simpson game.

I've read *Games-X* a few times. It's definitely good value for money and, most importantly, it has all the latest reviews, unlike the monthly mags which might be a few weeks behind.

The Megadrive sells pretty well. We've got a few Japanese titles. We also sell the Master System converter for the Megadrive.

Another game, well I should say utility, that has created a lot of interest, is the AMOS compiler for the Amiga.

AMOS 3D has also shot up and is even outselling the 3D Construction Kit. We get a few people coming in and showing us their finished games - some are quite good.



- 1Fantasia
- 2PGA Tour Golf
- 3.....Flight of the Intruder
- 4.....Man Utd Europe
- 5.....Sonic the Hedgehog
- 6.....F15 Strike Eagle II
- 7.....Lemmings
- 8.....AMOS Compiler
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- 10.....Gods

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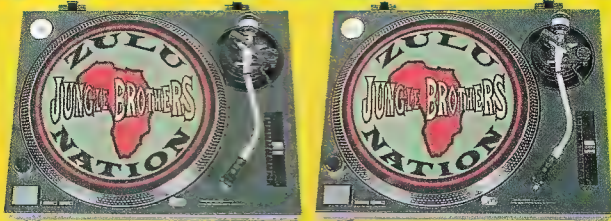


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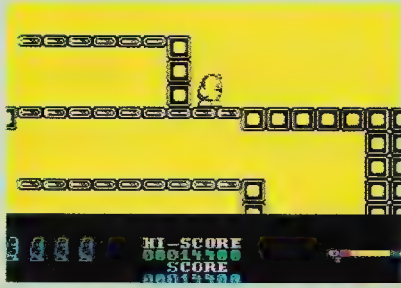
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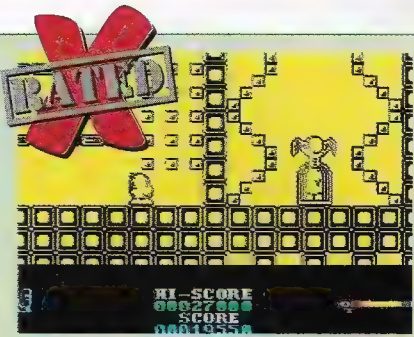


Nowadays, many games live long and fruitful lives and this is one of them. Although over one year old, The New Zealand Story offers a huge challenge to the player and remains highly addictive.

You control a cute little Kiwi chick, intent on rescuing his friends from the clutches of an evil walrus. Sounds like a cue for a really annoying in-game tune? You won't be disappointed!

Cartoon graphics are plentiful and make this game instantly appealing to the younger generation.

Immensely playable, it challenges both young and old alike, and if you have a spare four quid in your back



pocket, then you'd be well advised to exchange it for this. Unless of course you bought it at full price!

X-RATING: XXXX

Ever fancied racing through the night at the wheel of a rally car? Ever wanted to kill your worst enemy? Ever wanted to become a Kiwi chick and rescue all your mates? If your answer is yes to all these, then read on...

Coming soon from The Hit Squad is pure racing action in the shape of Chase HQ. Due out in October, this is the conversion of the smash hit Taito coin-op of the same name.

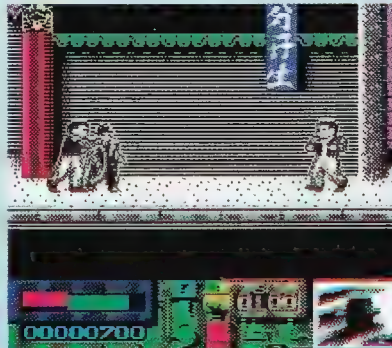
It involves burning rubber down the road in a bid to catch criminals, ram their car, and bring them to justice, in five levels of high speed action. Look out for it, it's a goodie!

On the scene before that is Batman The Movie. Here, you control the dark knight as you try to thwart the evil plans of Jack Napier, aka The Joker, in Gotham City.

Many different game styles make up what is one of the best film conversions of all time, with rope swinging and bat-a-rang throwing action for all the family.

Available in September at the Hit Squad price of £3.99, you'd be a joker to miss it!

**DARKMAN
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With his lab and face destroyed, Dr Westlake was not at all chuffed. He promptly changed his name to Darkman and decided to avenge those who had left him for dead.

Using a new synthetic skin formula of his own devising, he dons the mask of his various enemies, one by one, in order to confuse them totally and ultimately wipe them out.

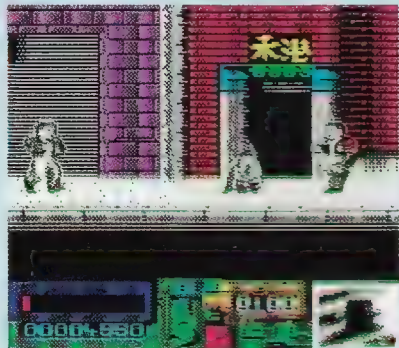
The skin, however, cannot last in the sun longer than 99 minutes. A bit

of a bummer really! The game has a variety of styles; beat'em-up, Oppo Wolf (of sorts!) and platform.

As you can tell, there is enough here to keep the most seasoned gamer happy for quite a long while.

Graphically, it has very colourful backgrounds with monochrome sprites slapped on top.

The game is difficult enough to be addictive and comes out as a worthwhile purchase, unlike the disappointing 16-bit versions.



X-RATING: XXXX

**TOYOTA CELICA
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Racing around the countryside in a custom built 4 X 4 turbo car sounds like my idea of fun. Unfortunately, as I haven't yet passed my test, I won't be doing it for a while.



Gremlin has thankfully come to my rescue by releasing their much praised Toyota onto the humble old 8-bit, and I have to say that it's every bit as good as the original version.

The game sees you behind the wheel of the greatest rally car and participating in the various meetings throughout the world, often winning minutes ahead of the rest.

Playing the game is fairly easy to master with a choice of auto or manual gears and a reverse steering option for the more adventurous of you out there.

Graphics are monochrome vectors, as found in the Freescape games, but a



lot smoother to watch. This gave me one heck of a shock. I needed chloroform to bring me round!

Should you happen to be in the vicinity of a copy of this awesome game, then I'd recommend you buy it. It seems that Gremlin can do no wrong at all on the 8-bits!

X-RATING: XXXX

8-BIT EX-TRAVAGANZA - SPECTRUM

Sneaky Peek



THE GODFATHER

The Godfather trilogy is a hard-hitting story of a Mafia family's struggle for power in the land of opportunity. US Gold snapped up the license and entrusted the conversion of the game to Creative Materials.



(ABOVE) A Miami harbourside seems an idyllic setting for the rich and famous. Boats furnished by drug money have hidden secrets

The Prestwich based programming team are currently putting the finishing touches to the Godfather action game.

It will encompass events from all three of the movies, starting in New York during the 1940s and culminating some 30 years on at a Miami harbour.

When choosing the format, US Gold came to the decision that the Godfather needed more than just one of your plain old-fashioned shoot'em-ups or platform games.

Together with the Creative Materials team, it chose a storyboard that would include

the classic shoot'em-up elements but with a greater blend of subtlety.

Employing the skills of graphic artist, Pete Lyon, the end result is a game well worthy of winning an Oscar in its own right.

Emerging in the ghettos of New York, the player, as a young Mafia upstart, must seek out new business deals while protecting his own sources of income.

The action takes place in three distinct areas; the streets where an assassin may strike from anywhere at any time, the barber shop where a sinister stranger lurks in the shadows, and the bar where an unsuspecting mobster may be caught off guard.

Advancing 10 years, the second level sees the player

attempting to make it big in Las Vegas. After witnessing the bombing of one of the family's casinos, it's up to you to unearth the attackers and take revenge.

KEEP IT IN THE FAMILY

The level's sub-game takes place inside a casino where the crap tables and roulette wheels provide a distraction for the unwary gangster.

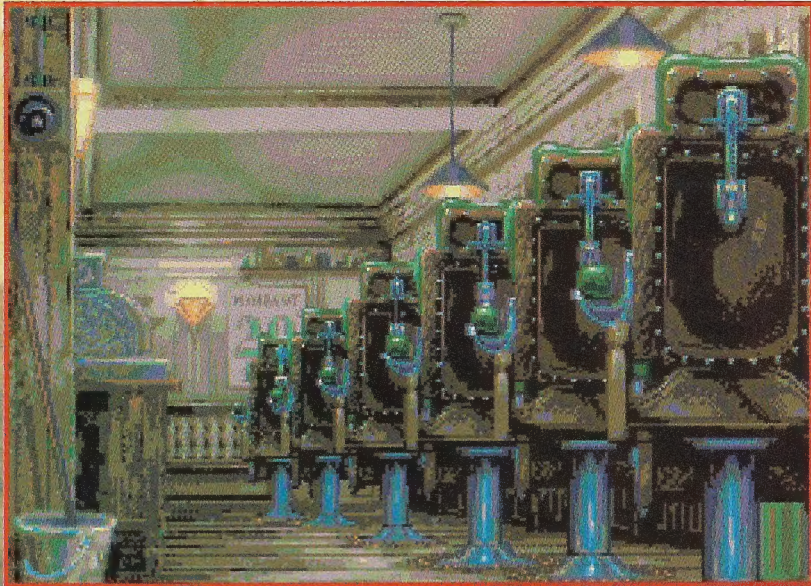
Another decade on, and the scene switches to that of Havana. Seeking the aid of various anarchists and revolutionaries to further your cause, you meet up at the home of family friend, Hyman Roth.

While attempting to seal a deal, you discover all is not as it seems. A gun battle ensues and only your fast reactions will be able to save you from a sticky end.



Starting out on the road to riches, you must uncover new business deals and syphon money out of the community





(ABOVE) A Barber shop in down town New York provides more close shaves than you'll ever need



(RIGHT) As a Mafia boss, you'll face countless assassins

The final level takes place in the seemingly peaceful setting of Miami Harbour. Furnished by drug money, your motor launch is a richman's plaything.

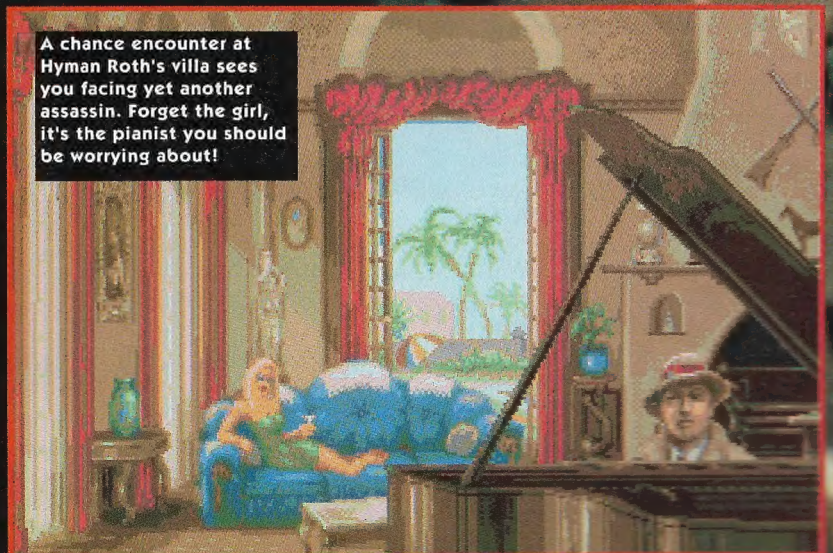
However, your arch enemy is unexpectedly sneaking around the pontoons. A chase ensues with the two of you leaping from bobbing boats, guns blazing at each other.

US Gold is keeping the final touches top secret. There may even be more levels to tantalize the player!


Whatever happens, The Godfather is a game that just oozes class. With excellent sound, very good graphics and quality gameplay, it looks set to reach top of the charts this coming Christmas. A good buy.



The shady streets of Havana provide you with a certain anonymity. Unfortunately your enemies know you only too well



A chance encounter at Hyman Roth's villa sees you facing yet another assassin. Forget the girl, it's the pianist you should be worrying about!

 Isn't the North miserable – nothing like the glorious South where I am reliably informed temperatures are in the 80s. Here in Macclesfield the sun isn't even trying to shine! When I asked for postcards, I did mean you to send the picture variety in – not plain. Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

MASTERMIND

Why don't you put more Master System reviews in *Games-X*?

Will Final Fight be coming out on the Master System?

What is the best game on the Game Boy?

What is your IQ? (Not as high as my lambkins! – Mrs X aka Auntie)

Paul Cullen, Wishaw.

We do!
Not for quite a while – if at all.
Tetris.
156.

ADVICE CORNER



I own an Amiga 500 and enjoy playing games like Nightshift and Emlyn Hughes International Soccer. (Poor, demented soul – Unc)

I want to get into making my own demos, but I haven't the faintest idea of how to start. I would really appreciate your advice.

Lee Jones, Liverpool.

Try something like AMOS. It's a reasonably simple-to-learn programming language that allows you to do some really wonderful things on the Amiga.

AMOS is available from most good software and hardware retailers.

STUPIDO!

What nationality is Dr X, and when will Street Talk be coming to Merseyside?

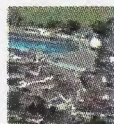
Please send me a T-shirt to show off to my mates.

Gormless, Merseyside.

Are you thick or what? You ask for a T-shirt and not only forget to tell me your address, but your name as well! (Never mind deary, we all make mistakes – Auntie.)

Dr X is of substantially unknown origin (no he's not he comes from Lincolnshire – Auntie) and Street Talk has already been to Merseyside, see issue two.

BANTRY BOUND



Writing to complain about how long it took me to get the latest ish – five days. No worries, though, I've got all the time in the world basking in the Co Cork rain!

Barry O'Donovan, On holiday.

Well, if you will hide yourself away in such a remote part of the world as Bantry Bay, *Games-X* is going to take a

little while longer to get in your grubby little mitts!

HOLIDAY WHINGE



Just like to say that the magazine is great except for the lack of SAM Coupé news. If you need to make room cut Console Connexions to one page.

Why don't you make a *Games-X* sticker album?

Ben Betteridge, Leamington Spa.

Holidays are for relaxing you miserable devil! Hope it rained in Brixham.

IN A PICKLE

I'm in a bit of a pickle (you poor dear boy – Auntie) because I have told all my friends that I have been in *Games-X* more times than anyone else in the class. (Write under a pseudonym, do you? – Unc)

To prove it I said that I would have a *Games-X* T-shirt and that I would bring it to school. Please save my bacon.

Douglas Cooper, Dartford.

Life can be rather unkind, especially if you can't back up great fat fibs! Bit of advice, Dougie, stay away from dark alleys and lonely, confined spaces – also get yourself moved into a new class.

PD PEDANTICS



I am the proud owner of a growing PD library, and am always looking for PD reviews in *Games-X*. I mean, PD is the best way to exploit your ST, Amiga, Speccy, C64 etc with decent, if not better than full price, software releases.

You can also swap, copy or sell (sell

is not exactly in the spirit of PD – Unc) freely.

David Mallins, Carluke.

We are getting an increasing amount of PD stuff in at the moment, and some of it is first rate. We are considering a regular – probably once a month – PD column in the near future.

Just one thing, David, you must not sell PD. What you sell is either the disk you copy it onto or your time for doing the copy – you cannot sell the software itself!

TAKE OVER



I buy a lot of Europress mags, I was even a member of Let's Compute! (That was brave of you, deary – Auntie.) (She is nowt to do with me – no relative by blood or anything else! – Unc)

Recently you took the mag over. Great! The mag got better. Then one day I got a letter telling me that Let's Compute had been stopped until further notice.

Why did Europress take over from Database if they were going to dump the magazine?

Richard Marshall, Warrington.

Two things, Richard. Let's Compute has not entirely been scrapped, it has been incorporated into another Europress mag, *MicroUser*. Secondly, Europress and Database – note the correct spelling – are exactly the same company, nothing changed except the name – no one took anyone over!

QUICKIES

I want to get a game for my Lynx called Ninja Gaiden, is it any good? If my wonderful grandparents see this letter



LLANFAIR PG



Do you want a bet about getting Llanfair etc into one piccy. Well I've a bigger one (that's nice, sweetie – Auntie) – Llanfairpwllgwyngyllgogerychwyrndrobwlllantysiliogogoch! (That's actually the one I meant, only I couldn't quite remember how to spell it! – Unc)

I am in two minds about whether to get the Game Gear or the Lynx, (where have I heard that one before? – Unc) what do you recommend?

I've heard a lot about grey imports and was wondering what is wrong with them and are they cheaper? What is the software base like?

Iain Joannides, Poole.

Well done, Iain – love the piccy, bet you can't pronounce it though!

This is positively going to be the last letter that I'm going to print on the subject of the great Game Gear/Lynx debate. Sort it out yourself, *Games-X* has printed enough about it in the past to enable you to make your own decision!

Grey imports are those items that are not officially distributed in the UK. This means almost certainly it is not going to be cheaper than the officially imported product – when it is imported of course. The software base is usually pretty good.

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Please would you reserve/deliver a copy of Games-X every week for:

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Note to newsagent: Games-X is available on a sale or return basis from UMD – tel: 071 700 4600

BED TIME

SOB OF THE WEEK It's happened, hasn't it! Every computer mag I've read has done this – well the readers have! (And I was hoping we had a wiser, more intellectual reader base – Unc.)

What do I mean, what terror has crept into the pages of X-it – it's the "My Amiga/C64/Amstrad is better than your ST/Specy/ZX81" debate. I own an ST and I have had to put up with (excuse me while I have a yawn – Unc) brainless Commodore owning people (he does go on a bit doesn't he? – Aunty) saying that their computer is far superior.

I think that Amiga buffs should show some respect (nice weather for the time of year – Unc) to us ST owners as an (certainly is where my darling fluffy-bunnykins has gone – Aunty) ST can play Amiga music... (I just think we'll call a truce, don't you? – Unc)

Darren Paul, Cheltenham.

Is it true what they say about people from Cheltenham – you know they're a bit on the boring side?

Can see why you covered your face up, I wouldn't be too happy about displaying a mug like that. Run out of Clearasil did you?

Spouse I'd better send you a T-shirt.



they might buy it for me so please, pretty please, print it.

Angus McKay, Bletchley.

You want to buy a game that you know nothing about? Warra dimbo! Nick reckons it's pretty good, but if you want to see a proper review, wait a bit!

WHERE'S THAT

WHY COULD YOU MAKE ONE? Just thought I'd drop you a line from sunny Talacre. (Where's that? – Unc) Hope you are all enjoying slaving away over a hot computer. (My little Doc isn't, deary, he's taking a well deserved rest – Aunty.)

Wayne Nicholas, Tranmere.

Never heard of Talacre, is it one of these exclusive places reserved for the indecently rich? Probably not if they sell that type of postcard – between Southend and Clacton, perhaps?

INTERFERING ANNY

I am buying an Amiga in a few weeks and would like you to answer some questions. (The eternal question and answer syndrome – Unc.) (Be nice to the little dears, you old misery – Aunty.) (Get off my page, Tefal-top! – Unc)

What do you think are the best five games on the Amy?

Which is better Warzone or Mercs?

Are there any good shoot'em-ups on the Game Gear?

Barry Breslin, Co Mayo.

I got Alex and Bri to give their top five. Alex reckoned Dungeon Master, Kick Off 2, Stunt Car Racer, Supercars 2 and Powermonger. Brian's choice was Stunt Car Racer, Rick Dangerous 2, Kick Off 2,

The Secret of Monkey Island and Lotus Turbo Challenge. My favourite has got to be Sim City!

The lads in the office preferred Warzone.

Consensus is that the only decent shoot'em-up on the Game Gear at the mo is Fantasy Zone.

Whistle for the T-shirt!

REET UGGERS



I'm 13 and have a game Boy and an Amiga. Why does everyone take the Micky out of Game Boys?

Please tell Radio Celeb from Hull that the Game Boy isn't an expensive naff toy – can I have a T-shirt?

Kevin Hatherill, Oldham.

Made a serious mistake didn't you – start your letter off with "Yo Dock"! You seem to forget just whose page this is.

Love your picture – gives a whole new meaning to the word ugly! Brian is a real hunk compared with you. Might be an idea to see a plastic surgeon, or maybe even wear a mask.

I glad you typed your letter to me, I'm not sure my constitution would have been strong enough to look at both you and your untidy scrawl!

There's nowt wrong with the Game Boy, we're just having a bit of fun. No you can't have a T-shirt!

MYSTERY MAN



Who does this piccy belong to? Sadly it detached itself from the letter before arriving on my desk. Write to me to claim your prize – with proof, of course!

NEXT ISSUE

out Thursday 5th September

★ **Steven Grand has spent nearly 10 years on Robin Hood. We find out why and get some hints about what to expect next**

★ **US Gold's Secret Weapons of the Luftwaffe gets our Game of the Week spot!**

★ **Take a peek at Sierra's new rash of games – one of them is just a trifle too saucy for words!**

★ **We review some of the best games released this summer**

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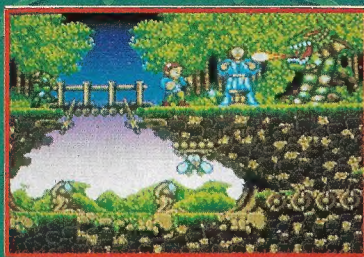
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"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good arcade adventure is a joy to play...and there's no shortage of gameplay here.

If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"

THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornellius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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